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# GO WORLD

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*The cover:* This painting is almost certainly the earliest picture of a go player. It dates from around the year 690 and was discovered in an archeological excavation in the Sinkiang Uighur Autonomous Region in China. Note that she is playing on a 17x17 go board.

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|                                                                                                  |                                                         |
|--------------------------------------------------------------------------------------------------|---------------------------------------------------------|
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# Go World News

## Otake Defends Gosei Title

For the first time in quite a while the all-conquering Cho Chikun has suffered a setback. Cho has been showing ominous signs of emulating Sakata's feat of making a clean sweep of the major titles, but in the 7th Gosei title match Otake took his revenge for losing the Judan title earlier this year. Otake got off to a good start by winning the first two games, but then Cho made a strong comeback to even the series. Then in the final game Cho had a definite lead but made a series of mistakes that cost him his fourth title.

Game 1 (July 14). Otake (W) won by resignation.  
 Game 2 (August 3). Otake (B) won by resig.  
 Game 3 (August 18). Cho (B) won by resig.  
 Game 4 (August 25). Cho (W) won by resig.  
 Game 5 (September 1). Otake (W) won by resig.

## Cho Defends Meijin Title 4-1

Cho may have missed out on acquiring the Gosei title, but he is hanging on with impressive determination to his most prestigious possession. This year he fought a return match with Otake, from whom he took the title in 1980. The result was one-sided, with Cho only dropping one game, but the series was marked by fierce, large-scale fighting. Otake had his share of chances to win, but he was unable to land the decisive punches. Actually Otake was handicapped by bad health for part of the series. During the second game he was suffering from a slipped disk and on the morning of the first day he was forced to suspend play for a couple of hours while he sought

medical treatment. Otake is not going to accept this result: we should see another clash between these two rivals before long.

Cho has now held the Meijin title for three successive terms. Rin has done that twice, but no one has made it for four terms, so next year Cho will be shooting for a record.

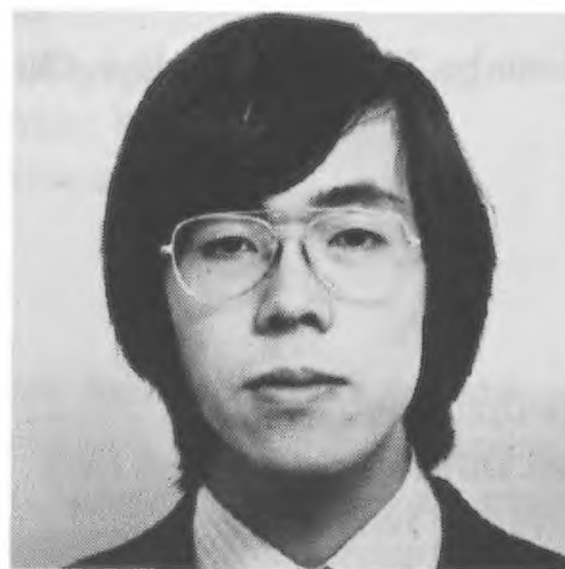
Game 1 (Sept. 8, 9). Cho (B) won by resignation.

Game 2 (Sept. 20, 21). Cho (W) won by resig.

Game 3 (Sept. 29, 30). Cho (B) won by resig.

Game 4 (Oct. 13, 14). Otake (B) won by resig.

Game 5 (Oct. 27, 28). Cho (B) won by resig.



*Kataoka Satoshi 6-dan*

## Kataoka Wins Shinjin-O Title, Challenges Kato for Tengen Title

Kataoka Satoshi 6-dan (age 24) has won his first title, defeating Yoda Norimoto (age 16) 2-0 in the playoff for the 7th Shinjin-O (king of the new stars) title. If he had won, Yoda would have been the youngest title-holder ever.

Kataoka has also become the challenger to

## 7th Meijin League

| Place | Name      | K | O | R | T | K | Sa | Sh | Ho | Ha | Score |
|-------|-----------|---|---|---|---|---|----|----|----|----|-------|
| 5     | Kato      | — | 1 | 1 | 0 | 0 | 0  | 1  | 1  | 0  | 4-4   |
| 1     | Otake     | 0 | — | 1 | 1 | 1 | 1  | 1  | 1  | 1  | 7-1   |
| 2     | Rin       | 0 | 0 | — | 1 | 0 | 1  | 1  | 1  | 1  | 5-3   |
| —     | Takemiya  | 1 | 0 | 0 | — | 0 | 1  | 0  | 1  | 0  | 3-5   |
| 3     | Kobayashi | 1 | 0 | 1 | 1 | — | 0  | 1  | 0  | 1  | 5-3   |
| 4     | Sakata    | 1 | 0 | 0 | 0 | 1 | —  | 1  | 1  | 1  | 5-3   |
| —     | Shimamura | 0 | 0 | 0 | 1 | 0 | 0  | —  | 0  | 0  | 1-7   |
| —     | Honda     | 0 | 0 | 0 | 0 | 1 | 0  | 1  | —  | 0  | 2-6   |
| 6     | Hane      | 1 | 0 | 0 | 1 | 0 | 0  | 1  | 1  | —  | 4-4   |



### 38th Honinbo League (as of 11th November)

| Rank | Name         | K | H | T | S | F | R | I | A | Score |
|------|--------------|---|---|---|---|---|---|---|---|-------|
| 1    | Kobayashi    | — | 1 |   |   | 1 |   |   |   | 2 — 0 |
| 2    | Hashimoto S. | 0 | — |   |   |   |   |   |   | 0 — 1 |
| 3    | Takemiya     |   |   | — | 1 |   |   |   |   | 1 — 0 |
| 4    | Sakata       |   |   | 0 | — |   |   |   |   | 0 — 1 |
| 5    | Fujisawa S.  | 0 |   |   |   | — | 0 |   | 0 | 0 — 3 |
| 5    | Rin          |   |   |   |   | 1 | — |   |   | 1 — 0 |
| 5    | Iwata        |   |   |   |   |   |   | — | 0 | 0 — 1 |
| 5    | Awaji        |   |   |   |   | 1 |   | 1 | — | 2 — 0 |

*Note : the players are ranked according to their results in the previous league.*

Kato for the 8th Tengen title. He caused quite a stir by defeating Cho Chikun in the semifinal, but he has made a bad start to the title match, losing the first game (November 4) to Kato. This is Kataoka's second try at the Tengen title: he lost the 5th Tengen title match 0—3 to Kato in 1979.

#### 30th Oza Title: Kato Challenges Hashimoto Shoji

Kato is making an attempt to regain the Oza title he lost to Hashimoto Shoji last year. Kato became the challenger by defeating O Rissei, who had earlier defeated Otake and Takemiya, in the playoff on September 30 and went on to defeat Hashimoto by 7½ points in the first game of the title match (played on October 21).

#### Honinbo & Meijin Leagues

The new players in the current Honinbo league are Fujisawa Shuko, Rin Kaiho, Iwata Tatsuaki and Awaji Shuzo. Rin and Iwata have won their way back in immediately after being eliminated in the 37th league and Awaji is playing in his first league (he defeated Otake in the final elimination round). Shuko is making his first appearance for seven years. He is quoted as saying that if Cho won't come to him (as Kisei challenger), he'll have to go to Cho, but, as the chart shows, he has made a disastrous start.

In the Meijin league Takemiya, Honda and Shimamura lost their places, and in the 8th league they are replaced by Tono Hiroaki (Kansai Ki-in), Ishii Kunio and Ishida Akira. Tono and Ishida are making their first appearances in a league.

#### Oteai Promotions

The following players have won promotions in the autumn session of the oteai.

To 9-dan: Ishida Akira

To 8-dan: Yamashiro Hiroshi

To 7-dan: Kataoka Satoshi, O Rissei

To 2-dan: Fujisawa Kazunari

#### 7th Kisei Title, Stages Two & Three

##### Stage Two

*Quarter-finals.* Kobayashi Koichi b. Ishida Akira, Ishii Kunio b. Sato Masaharu, Hane b. Hashimoto Shoji, Magari b. O Rissei.

*Semifinals.* Kobayashi b. Ishii, Hane b. Magari.

*Final.* Kobayashi b. Hane.

##### Stage Three

*Prelim. round.* Hane b. Ushinohama, Kobayashi b. Ishii.

*Quarter-finals.* Cho b. Hane, Rin b. Ishida Yoshio, Kato b. Magari, Kobayashi b. Otake.

#### 1982 Polish Championship

The 4th Polish Championship was held in Warsaw from the 8th to the 12th October. There were 15 participants in the First Stage, which was won by Leszek Sokdan 3-dan of the Warsaw Go Club. He then challenged the title-holder, Janusz Kraszek 3-dan, but lost 0—2. Kraszek thus became the Polish champion for the fourth time and will represent Poland in the 5th WAGC.

#### 1982 Australian Go Championships

Thirty-two players competed in the 5th Australian Go Championships, held at the Canberra



Go Club on the 4th and 5th September. Division A, a Swiss-style competition with twelve participants, was won by Dae Hahn 6-dan of Melbourne with a 5-0 score. Second was Lizhe Sun 6-dan (Peking/Australian National University) on 4-1, and third was Sung-ho Park 3-dan on 3-2.

Twenty players from 2-kyu to 10-kyu competed in Division B, a handicap tournament. Grant McManus 2-kyu came first, Tony McCulloch 6-kyu second and Bill Leveritt 5-kyu third.

### **Schlemper Wins 1982 European Go Championship**

The 26th European Go Congress was held at Amager University Centre in Copenhagen from July 25th to August 8th, with nearly 200 participants from about 20 countries. The top tournament, the European Championship, in which 16 players from 8 countries competed, was won by Ronald Schlemper 6-dan of Holland with 8 wins to 1 loss. That solitary loss was to his fellow countryman, Robert Rehm 5-dan, who took second place with 6 wins, 2 losses, 1 jigo. Third place was decided by a playoff between Matthew Macfadyen 6-dan of Great Britain and Andre Moussa 5-dan of France, both on 6-3, and this was won by Moussa.

The Main Tournament, in which there were 150 entrants, was won by Gerald Westhoff 2-dan of Holland, with second place going to Eddie Shaw 1-dan of Great Britain. Third was Arend-Jan Westhoff 2-dan of Holland.

An interesting feature of this year's congress was the international games played by means of the "World On-Line Real Time System for Playing Go", developed by Tokai University. It consists of two electronic go boards linked up by satellite telephone. Three games were played between European players and players in Tokyo.

### **1982 U.S. Championships**

The annual Labor Day Championship tournament continued its steady growth, with more participants, more sponsors and more prizes than ever before in this, the sixth year of the dual coast championships. The Westerns did not have the largest turnout on record but did have more valuable prizes than all the previous Western tournaments put together. The winner of the Western U.S. Title with a 6-0 record was Zhong Tai Yan, an exchange student from mainland China studying physics and living in Bakersfield, Calif. Gun Ho Choi of the L.A. Go Club became the Western Contender.

The Easterns continued to grow, with a record 115 entrants this year. The "O" band was packed with powerful players representing all of go's ethnic groups. The top 16 had 6 Korean, 4 Chinese, 3 Japanese and 3 American-born players. The closely matched field produced a three-way tie, broken by the results of face-to-face games during the tournament. Ron Snyder, 1981 Eastern Champion, again came out on top, thanks to beating Jong Moon Lee, who had defeated Takao Matsuda. The Eastern Contender spot was won by Young Kwon of the Manhattan Go Club.

In a playoff held on the 25th and 26th September, Gun Ho Choi came from behind to beat Young Kwon. Choi will represent the U.S. in the 1983 W.A.G.C. in Osaka. The playoff was sponsored by Japan Air Lines, which also provided its N.Y. office as the playing venue.

*(Condensed from the report in the 5th American Go Newsletter)*

### **Honda Sachiko Wins 1st Women's Honinbo Title**

The Women's Honinbo tournament is a new tournament sponsored by the Kyodo News Agency. It replaces the Women's Championship, which continued for 27 terms and which was unofficially known as the Women's Honinbo. The last holder of that title, Honda Sachiko 6-dan, was seeded into the playoff of the new title, and her opponent, Kobayashi Reiko 6-dan, had to fight her way through a knockout tournament. Honda 6-dan won the playoff 2-1. She has now caught up with Kobayashi Reiko, for she won the predecessor title 5 times, while Kobayashi (as Kitani Reiko) won it 6 times.

### **Late News**

\*Kato Masao and Cho Chikun won their semifinals in the Kisei tournament and will meet in a best-of-three playoff to decide the challenger to Fujisawa Shuko. The latter has already begun his preparations for the title match next year: he's been on the wagon since early November. If Cho is the challenger, Shuko is going to need every ounce of fighting strength he's got.

\*Kato won the second game of the Oza title match and, with two titles now, is beginning to feel a little more like his old self.

\*Kato suffered a setback in the Tengen title match. Kataoka won the second game (November 11) by ½ point and evened the series. This is Kataoka's first win ever against Kato.



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Shusaku also made great contributions to the development of go theory. His famous ‘Shusaku style’ fuseki pattern laid the foundations of modern fuseki theory and is still popular today. In Japan his games are considered exemplary and are required study for all serious students of go. In fact, the first task invariably assigned to would-be professionals or insei is to go through his complete games. Go Seigen is one example of a famous player who studied Shusaku thoroughly in his formative period.

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# 1982 China-Japan Go Exchange

This year saw the tenth in the series of annual goodwill matches between China and Japan begun in 1973, with a team from one country touring the other in alternate years. Actually these tours began in 1960, but there was a gap from 1967 to 1972, after which they were resumed on a more systematic basis. (See GW10 for a full report and games from the 1978 Chinese tour of Japan. Games from the 1980 tour are given in GW21.) At first, the Chinese were not considered serious competition by the Japanese, who saw themselves more as teachers than as rivals, but Chinese go has made remarkable strides in the past decade. The culmination is the most successful series yet for the Chinese. In the seven matches on this year's tour, their eight-member team outclassed the Japanese opposition by the spectacular margin of 43 wins to 13. A number of amateurs were included in the Japanese teams, a practice which may not continue much longer, as they were beaten 13-1. Against professionals the Chinese scored 30-12, including a 7-6 record against 9-dans. The Japanese teams were composed of players who were in good form, but the top title-holders did not play, presumably because they were too busy but perhaps also because there was not the financial inducement. However, the day is rapidly approaching when the Japanese will have to field a team of their top players. The consensus among go writers in Japan after this year's tour is that the 'mature' Japanese players, that is, those in their late twenties to their early forties, the age-group from which most of the title-winners come, are still way ahead of the Chinese, but that Japanese teenagers and players in their early twenties may have been outstripped by their Chinese counterparts. If so, that is an ominous indication for the future.

In this issue we present some of the most interesting games from the tour. The first is an unofficial game played between Fujisawa Shuko and Nieh Wei-p'ing. After defending the Kisei title this year, Shuko made a private tour of China, taking with him four young players, including his son Kazunari 1-dan. As a token of his gratitude for the hospitality he received, he invited the whole Chinese team to visit his home in Tokyo and during the visit played the following haya-go (fast game) with Nieh. Shuko was in good form.

**White:** Fujisawa Shuko, Kisei

**Black:** Nieh Wei-p'ing 9-dan

No komi. Played on 13 June 1982.

*Commentary by Shuko*

**Figure 1 (1 - 22)**

White 14. White plays this high approach move to counteract Black's thickness at the bottom. When Black answers solidly with 15, White plays

| Player       | 10th June<br>Opponent/result   | 12th June                      | 15th June                  | 18th June                     | 22nd June                       | 24th June                       | 26th June                      | Score |
|--------------|--------------------------------|--------------------------------|----------------------------|-------------------------------|---------------------------------|---------------------------------|--------------------------------|-------|
| Nieh 9-dan   | Kudo 9-dan<br>won (4½)         | Kato Tengen<br>lost (7½)       | Takabayashi<br>won (resig) | Oyama 9-dan<br>won (5½)       | Saijo 8-dan<br>won (resig)      | Sonoda 9-dan<br>won (resig)     | Hashimoto Y.9<br>won (10½)     | 6-1   |
| Ma 7-dan     | Tozawa 9-dan<br>won (3½)       | Ohira 9-dan<br>won (resig)     | Kanazawa M.<br>won (resig) | Ishii 9-dan<br>lost (resig)   | Hane 9-dan<br>lost (resig)      | Sekiyama 9-dan<br>lost (resig)  | Hayase 8-dan<br>won (resig)    | 4-3   |
| Tsao 6-dan   | Abe 8-dan<br>won (resig)       | Takagi 9-dan<br>won (½)        | Imamura<br>won (1½)        | Tanita 7-dan<br>won (resig)   | Yamashiro 7-dan<br>lost (resig) | Honda 9-dan<br>lost (resig)     | Sakaguchi 8-dan<br>won (resig) | 5-2   |
| Yang 5-dan   | Ishigure 8-dan<br>lost (resig) | Nakamura 8-dan<br>lost (resig) | Nakazono<br>lost (1½)      | Tokunaga 7-dan<br>won (resig) | Kuwata 7-dan<br>won (½)         | Shiraishi 9-dan<br>lost (resig) | Kori 6-dan<br>won (1½)         | 3-4   |
| Chiang M. 5  | Inoue 7-dan<br>lost (½)        | Asano 6-dan<br>won (resig)     | Miura<br>won (resig)       | Oka 6-dan<br>won (resig)      | Morikawa 4-dan<br>won (resig)   | Endo 8-dan<br>won (resig)       | Yanagawa 3-dan<br>won (resig)  | 6-1   |
| Chiang C. 5  | Hashimoto 5<br>won (1½)        | Umeki 6-dan<br>won (2½)        | Kasai<br>won (resig)       | Tanimura 3-dan<br>won (resig) | Ito 5-dan<br>won (resig)        | Hasegawa 7-dan<br>won (resig)   | Shimada<br>won (6½)            | 7-0   |
| Ch'ien 4-dan | Sonoda 5-dan<br>won (½)        | Iwata 6-dan<br>lost (resig)    | Aoki<br>won (resig)        | Yamashita<br>won (resig)      | Takeuchi<br>won (resig)         | Imamura 4-dan<br>lost (½)       | Ikeda<br>won (resig)           | 5-2   |
| Jui 4-dan    | Shiratori 4<br>won (resig)     | Doi 5-dan<br>won (½)           | Fujita<br>won (10½)        | Komori<br>won (2½)            | Kusunoki 6-dan<br>won (3½)      | Ashida 5-dan<br>won (resig)     | Yukimatsu<br>won (resig)       | 7-0   |
| Result       | 6-2                            | 5-3                            | 7-1                        | 7-1                           | 6-2                             | 4-4                             | 8-0                            | 43-13 |

Note : dan ranks are not given for Japanese amateurs.



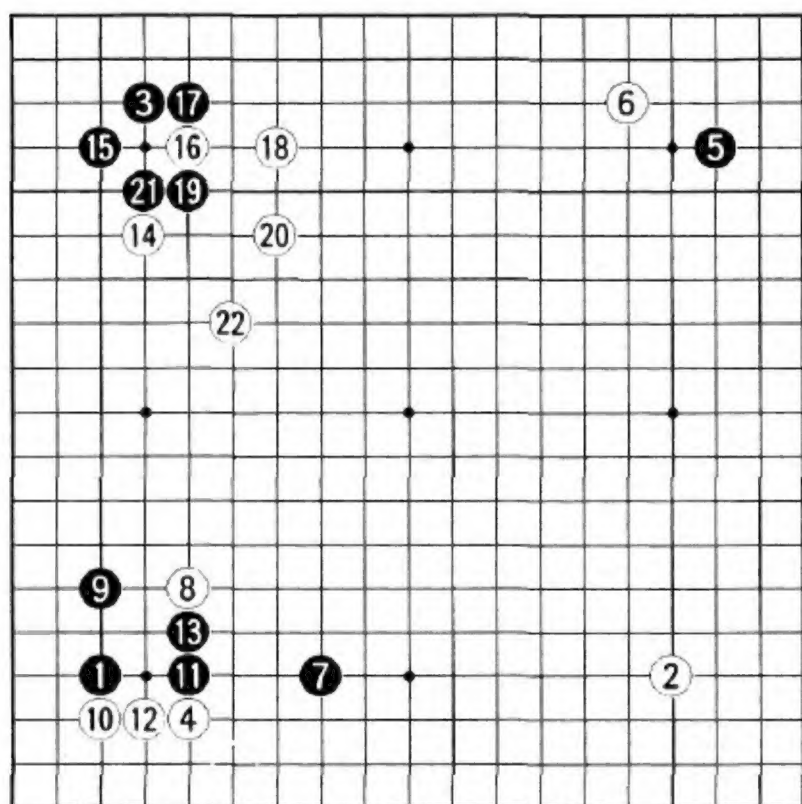
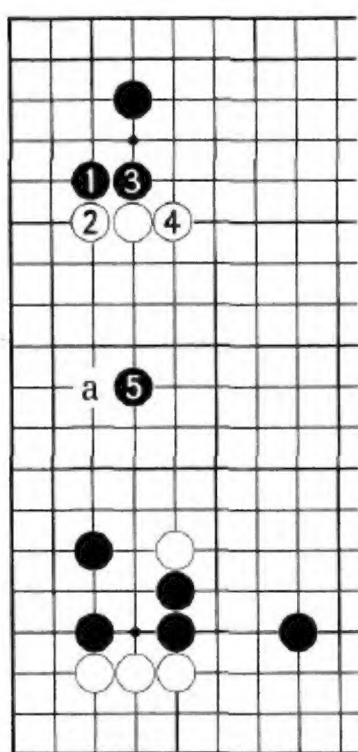
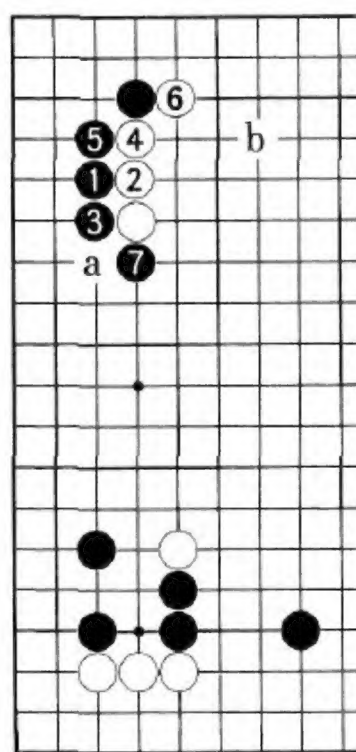


Figure 1 (1 - 22)



Dia. 1



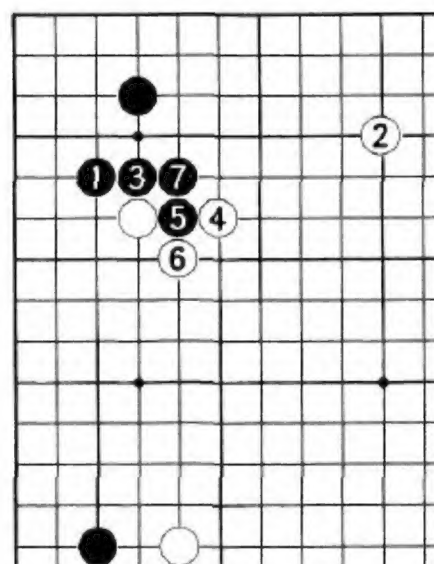
Dia. 2

lightly with 16 to 22. The last move, 22, is noteworthy: White avoids playing close to Black's thickness.

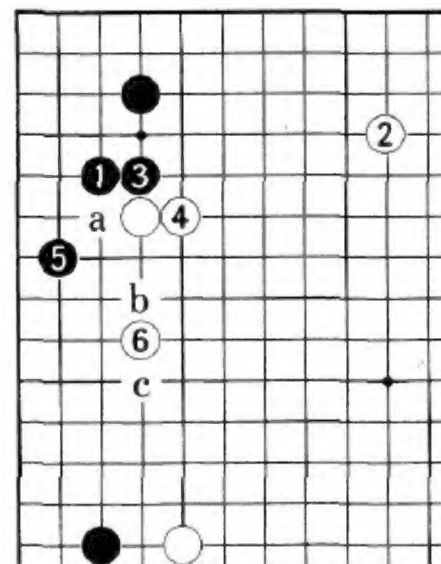
Instead of 15 —

*Dia. 1.* What if Black makes the usual move of 1? If White 2, the result to 4 gives Black profit and White thickness. But in this position White's thickness is ineffective. In fact, White is liable to come under a severe attack with 5. Playing 4 at 'a' would give Black a superb hane at 4, setting up a good pincer for Black in the top right. Instead of 2 —

*Dia. 2.* If White 2, the large avalanche joseki will probably follow. After Black 7, a large moyo contest is likely, in which case Black's thickness will be very useful. White 4 at 7 is no better; after Black 4, White 'a', Black reinforces at 'b', making miai of pincers at the top and on the left.



Dia. 3



Dia. 4

*Dia. 3.* Shuko intended to tenuki, switching to the large point of 2 at the top. This is the lightest way of playing: one can consider that White has played a shoulder-hit against Black's small knight enclosure. However, answering Black 3 with 4 is bad: after Black 7, White is 'thin' rather than 'light'.

*Dia. 4.* Shuko intended to continue with 4. If Black 5, White 6 negates Black's thickness. Considering that Black has more stones on the left side, this result is satisfactory for White. If Black plays 3 at 'a', White jumps to 'b'; if Black 5 at 'c', White tenukies again and starts a fight in the top right corner.

## Figure 2 (23 - 53)

Black 23 — White 38. This sequence is reasonable for both. White 36 at 'a' seems unreasonable.

White 42. White 44 would be slack (Black plays 47).

White 50. The key point.

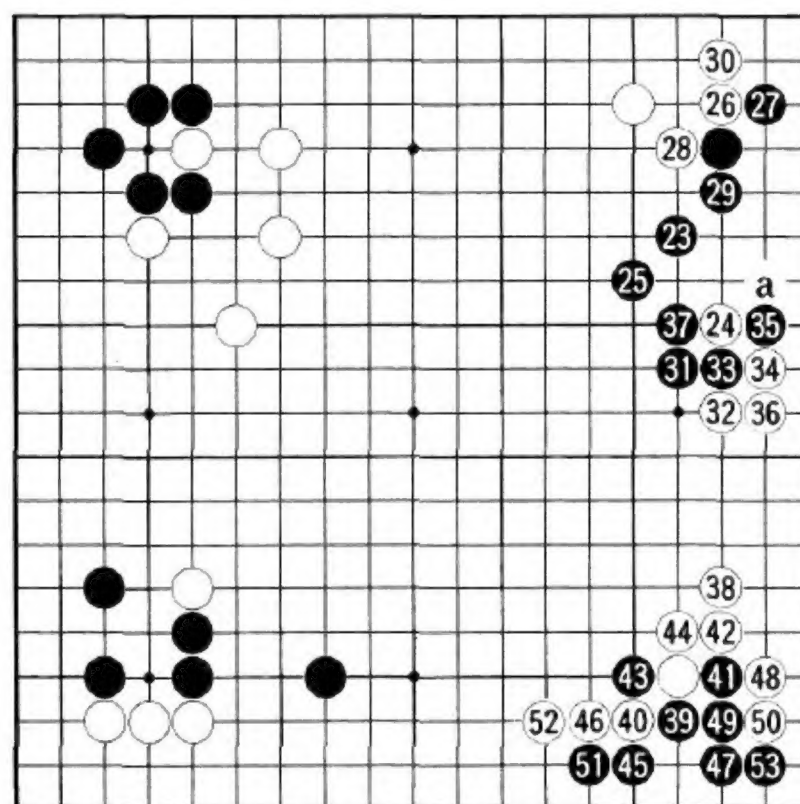


Figure 2 (23 - 53)



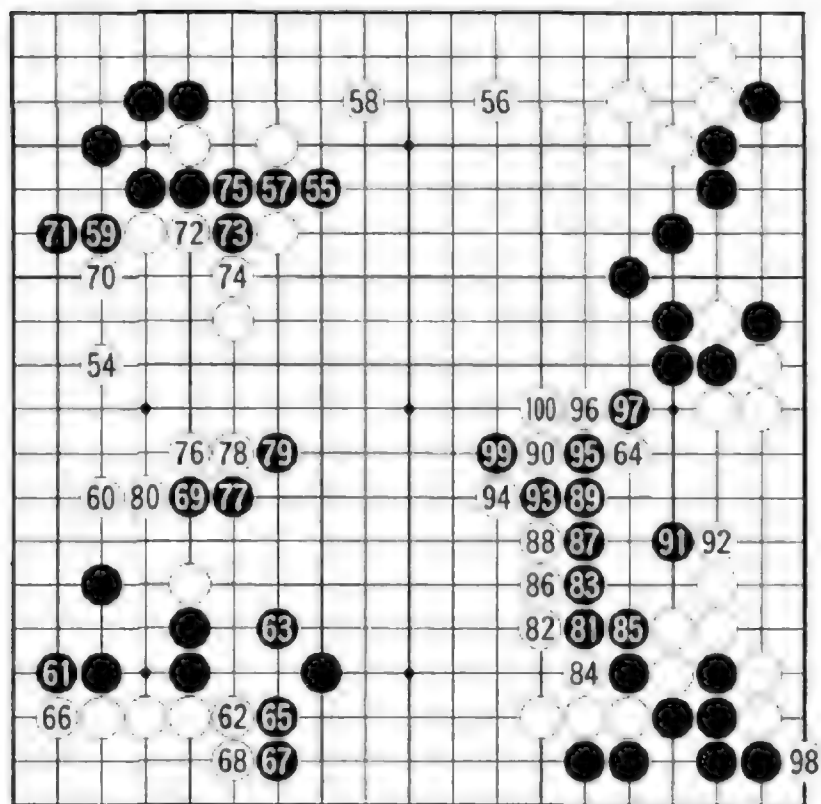
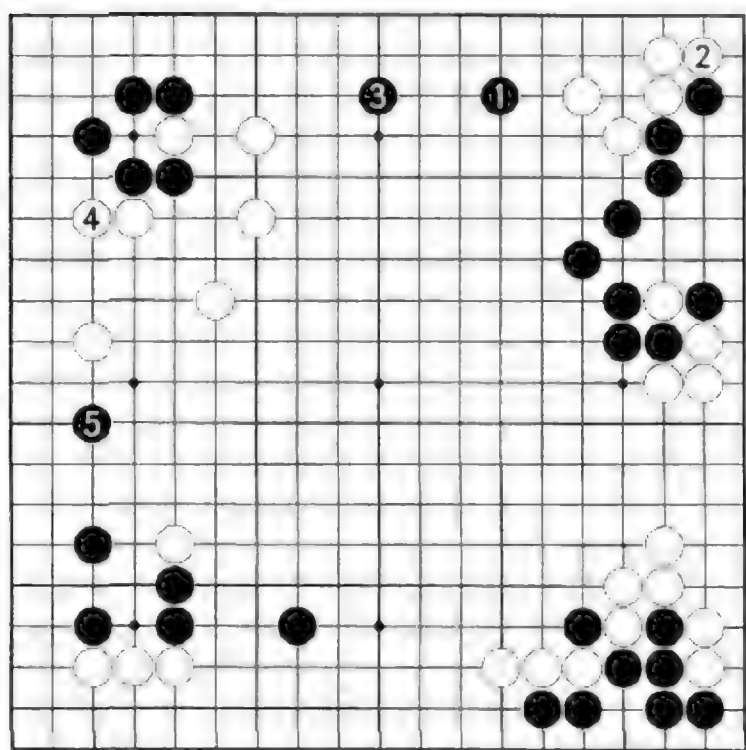


Figure 3 (54 - 100)



Dia. 5

Figure 3 (54 - 100)

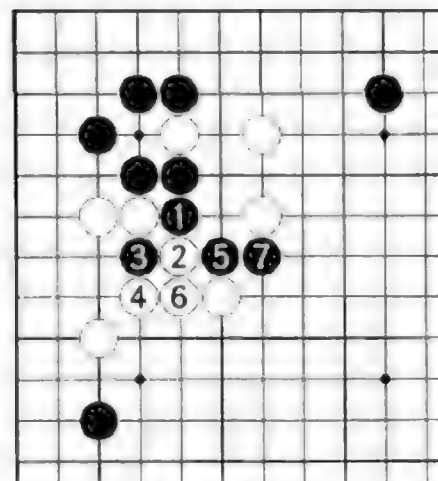
White 54 makes miai of 59 and 60.

Black 55 is the losing move. Black wants to sink his teeth into the white group, but he falls behind when White dodges to 56 and 58. The problem with 55 is that it attacks prematurely. Instead, Black should make some preparations before attacking.

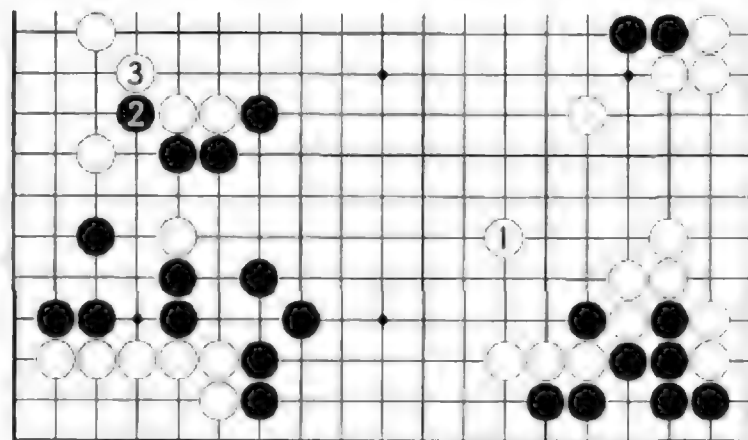
*Dia. 5.* Best is Black 1. White must play 2, so Black then extends to 3. White will reinforce with 4, after which Black can extend to 5. He is still aiming at attacking the white group. For example —

*Dia. 6.* Black 1 exploits the thinness of the white group. If White 2, Black cuts off three stones. If White plays 2 at 4, Black plays 5.

Black would not make the attack in Dia. 6 immediately after playing Dia. 5, but as long as he had this threat he would still be in the game.



Dia. 6



Dia. 7

In contrast, in the figure Black's attack is too petty, so White does not have to meet it face on.

White 80 is thick but too slow. Instead, White should reinforce on the right side with 1 in Dia. 7. Black does not have a severe attack on the group on the left; if Black 2, for example, White 3 is good enough. White 80 gives Black the chance to start a perilous fight with 81.

White 92. If at 95, Black blocks at 92 and wins the semeai by one move. The forcing move at 91 makes the cut at 97 possible, so Black has no trouble escaping.

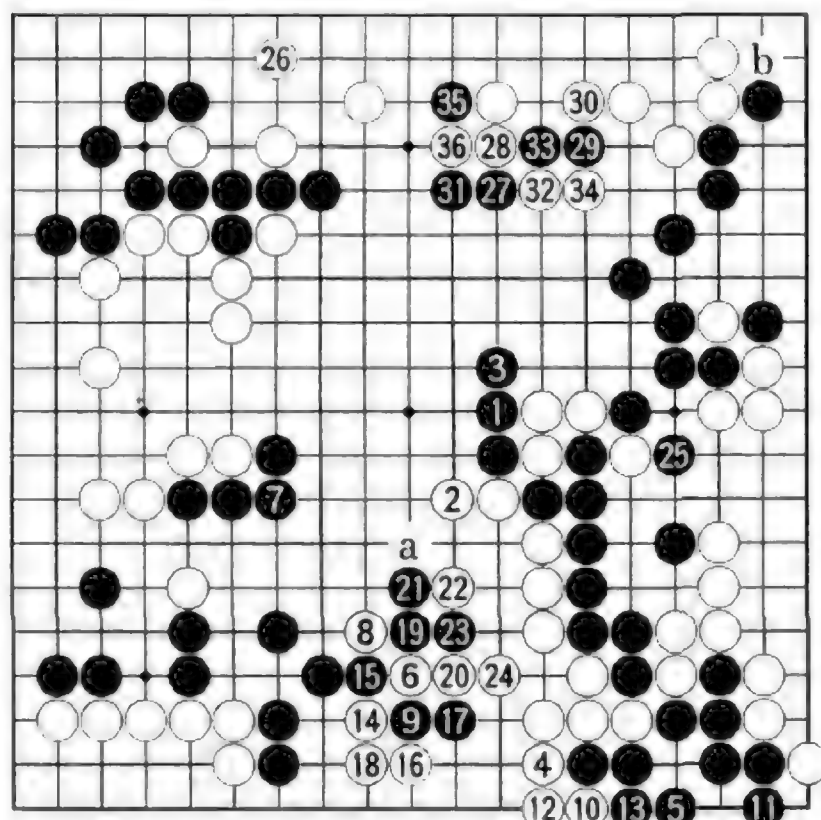


Figure 4 (101 - 136)



# Figure 4 (101 – 136)

Despite his setback in this fight, White keeps the lead. This is an indication of just how far ahead he was to begin with, though he does take some compensation in the fight by reducing the black group in the bottom right corner to the minimum eye-space and by taking the large point of 6.

Black 27. The largest endgame point is 'a', but White would turn at 'b' and win by over ten points. Black wants to set the scene for resignation.

*Black resigns after White 136.*

## Nieh v. Kudo

White: Kudo Norio 9-dan

Black: Nieh Wei-p'ing 9-dan

Komi: 5½; time: 3 hours each

Played on 10 June 1982 at the Nihon Ki-in

*Commentary by Ishida Yoshio 9-dan*

This is the game between the team captains in the first match of the tour. Kudo is a former title-holder, having won the 25th Oza title (from Cho Chikun) in 1977.

## Figure 1 (1 – 50)

White 16. This move is occasionally seen, but enclosing the top left corner with 22 is more usual and in this case would be better. Black 21 is severe. White does not get good eye-shape for his group here, a weakness which makes it difficult for him to aim at attacking the black group below (i.e., by invading at 'a').

White 30. If White makes the usual move at

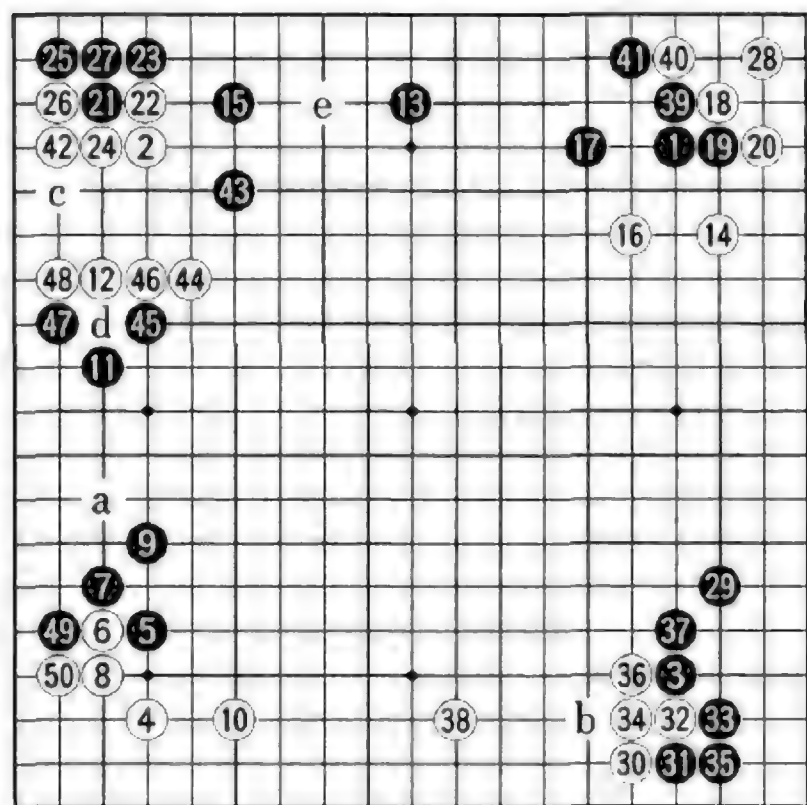


Figure 1 (1 – 50)

'b', Black will play 34, which White doesn't want.

White 38 is not a very important point, but there is no other appropriate point. This is an indication that the fuseki has not been a success for White.

Black 41. Black could also attack at 'c'; if White 42, Black plays 48, while if White 'd', Black cuts at 42. White 42, eliminating this threat, is a big move and it also creates the threat of invading at 'e'.

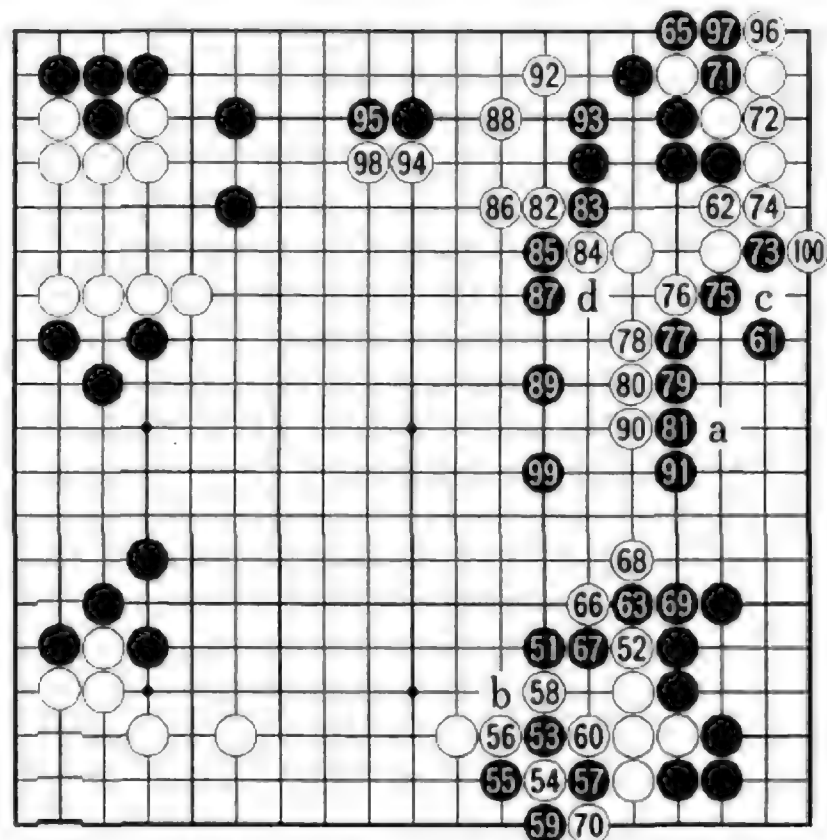


Figure 2 (51 – 100)

64: ko

## Figure 2 (51 – 100)

White 52. Extending to 'a' is preferable. White presumably intends to play there after making the Black 63 – White 66 – Black 67 – White 68 – Black 69 exchange, but his plan backfires when Black jumps in at 53. The result to 60 is good for Black: he is left with a ko and even if he is captured, it will not hurt him.

White 64 is painful but forced, as Black 63 makes the cut at 'b' a severe threat. White then decides that he must spend a move to eliminate the ko with 70: he cannot fight properly as long as he has this time bomb ticking away inside his position.

White 74. White should first exchange White 75 for Black 'c'. After 75, White is forced to play 76 to 80, a sequence which helps Black and makes his lead clear.

White 82. An aggressive move, but White has to do something dramatic to get back into the game. The result to 96 is quite good for him: he successfully invades the top and sets up life in



gote if necessary in the corner with the forcing move at 96. White almost catches up.

Black 99. Black should force with 'd' first — that would make a big difference to the relative strength of the two groups.

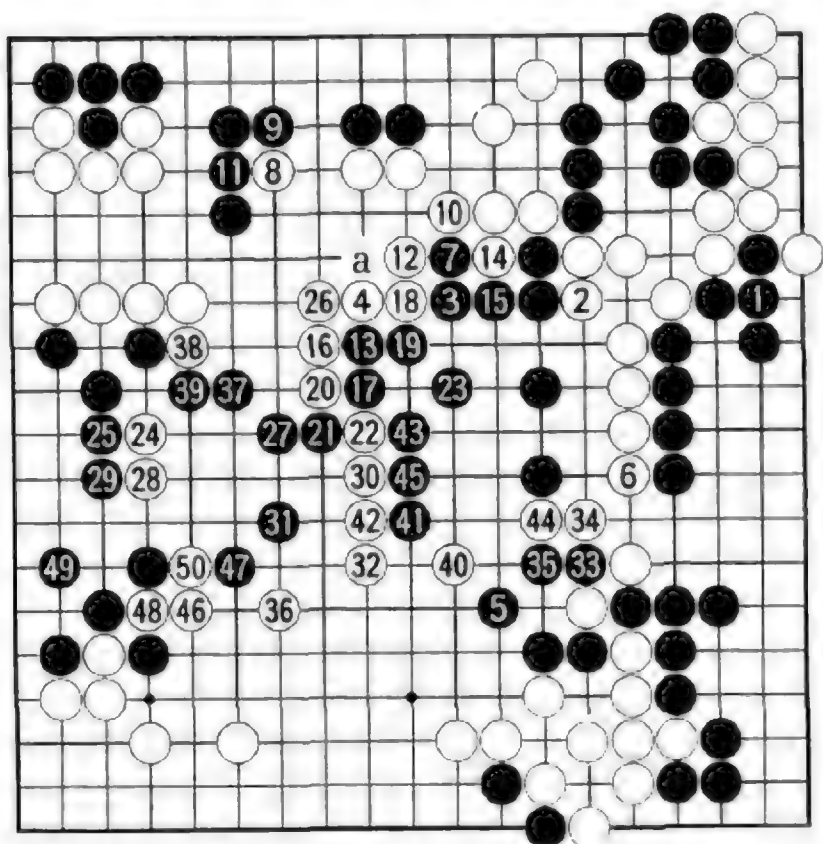


Figure 3 (101 - 150)

Figure 3 (101 - 150)

Black 7. A thick move which aims at 'a'.

In this figure White desperately tries to make up the difference, but Black skilfully parries his attack and maintains his lead. There is one small slip: instead of Black 47, connecting at 48 would be bigger.

Figure 4 (151 - 200), Figure 5 (201 - 244)

Kudo is one of the stronger 9-dans, but in this

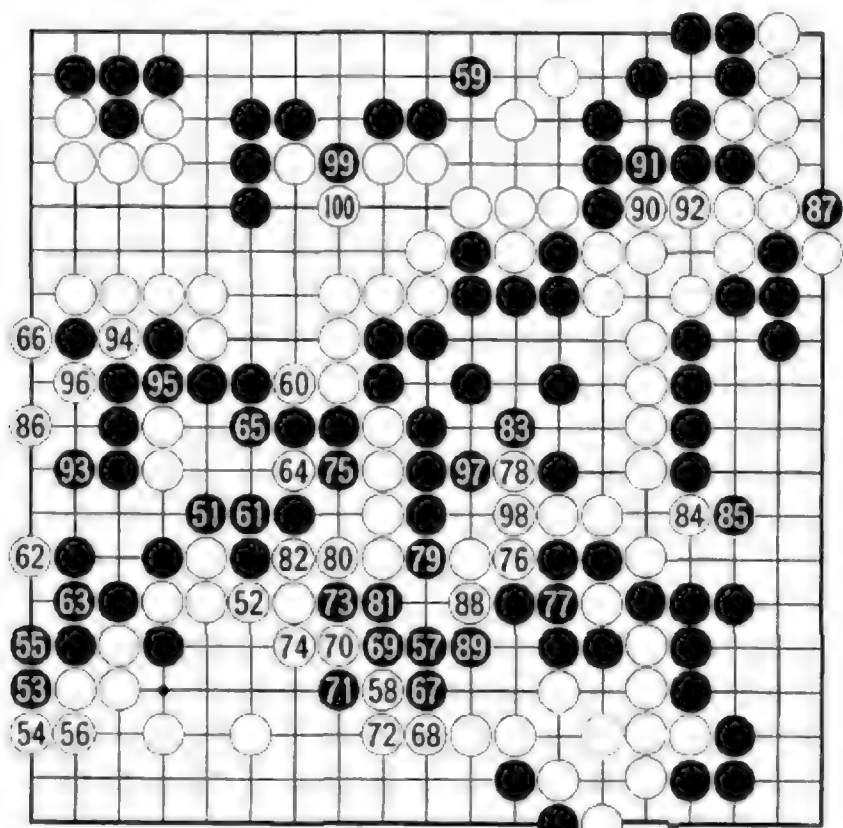


Figure 4 (151 - 200)

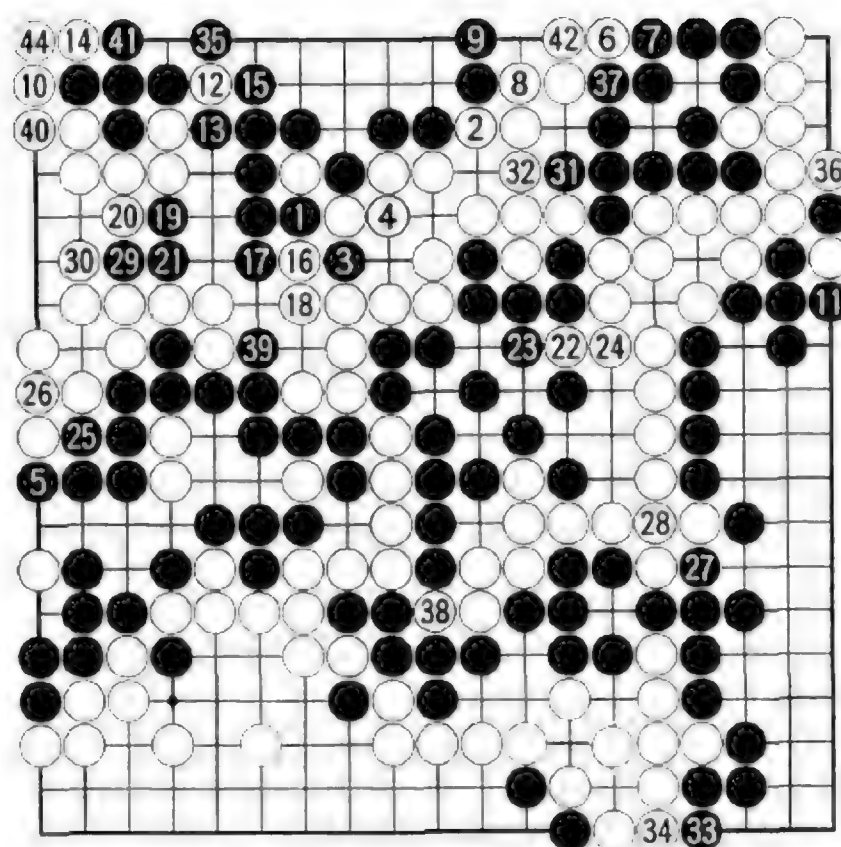


Figure 5 (201 - 244)  
43: connects (above 11)

game he was outplayed by Nieh. He never fully recovered from his slip in the fuseki.

Black wins by  $4\frac{1}{2}$  points.

### Nieh v. Kato

White: Nieh Wei-p'ing

Black: Kato Masao, Tengen

Played on 12 June 1982 at the Nihon Ki-in

Commentary by Kato

This was the only game on the tour between a Chinese player and a current title-holder. It was probably the game which above all others Nieh wanted to win.

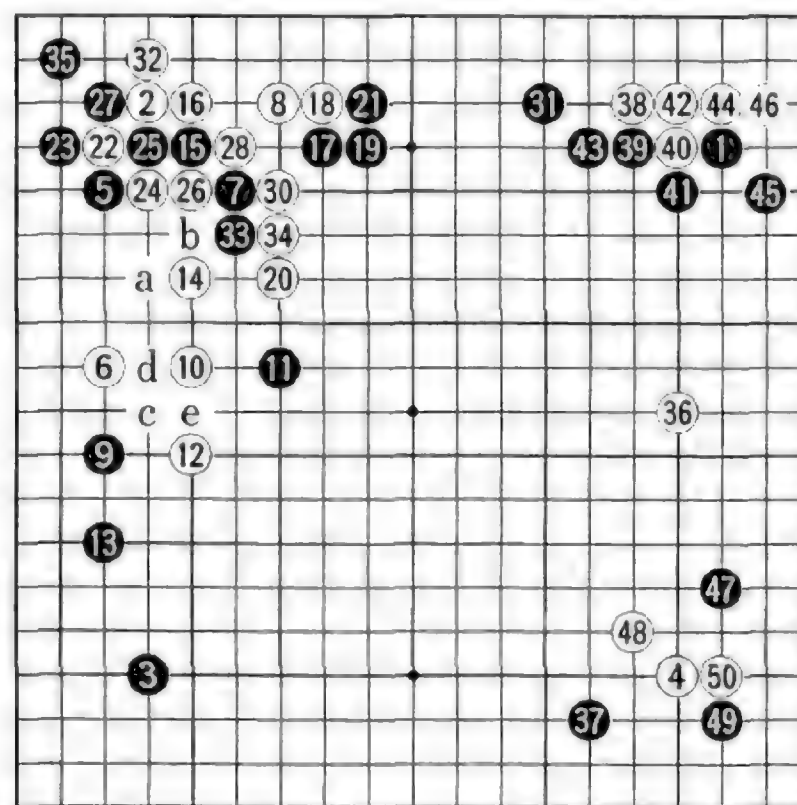


Figure 1 (1 - 50)  
29: connects

### Figure 1 (1 – 50)

The sequence to 30 in the top left corner is exactly the same as in the first game of this year's Honinbo match, played about two weeks earlier (the game is given later in this issue). Nieh of course knew the game record, but did he know that after the game Kobayashi Koichi had recognized that his strategy with 22 and 24 was dubious, as it gave Black too much territory?

Black 35. Black should play at 'a' first, forcing White 'b', then peep at 'c', forcing White 'd', before playing 35 (see commentary on the Honinbo game). Once Black has played 35, White will answer a subsequent peep at 'c' with 'e', emphasizing the centre.

Black 47 is dubious: Black should simply invade the corner at 49. White builds so much thickness up to 70 in the next figure that Black is unable to do anything with 47.

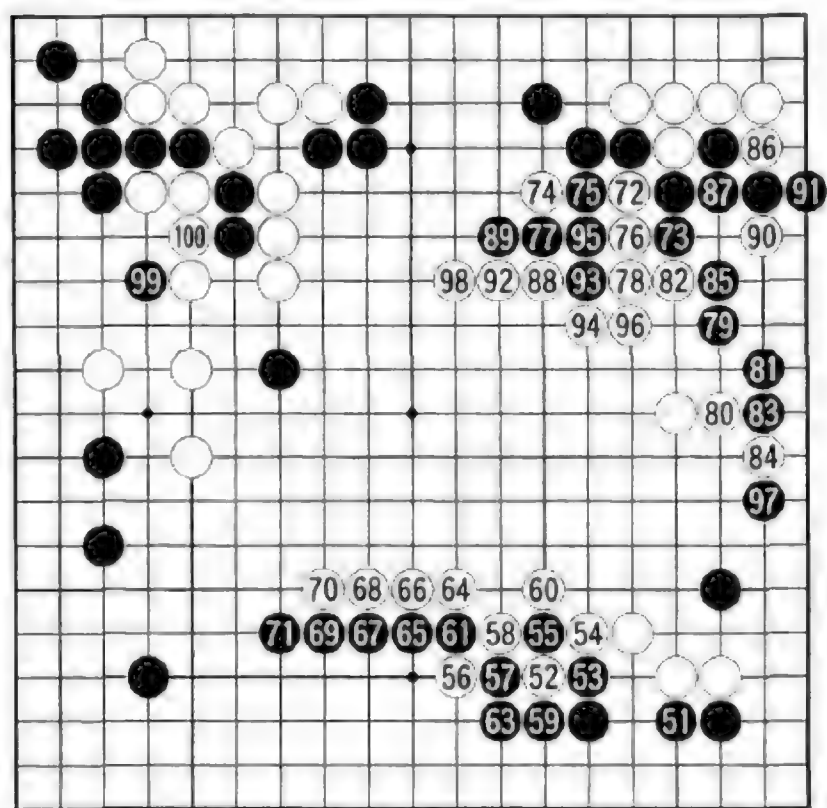
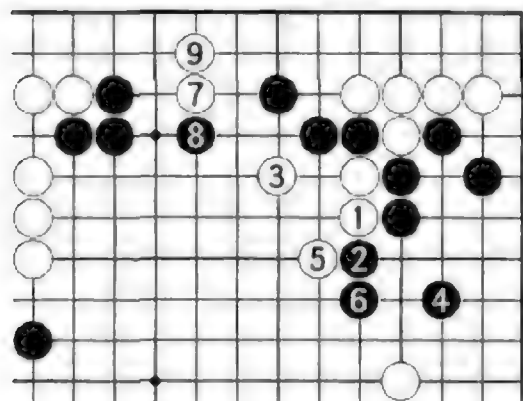
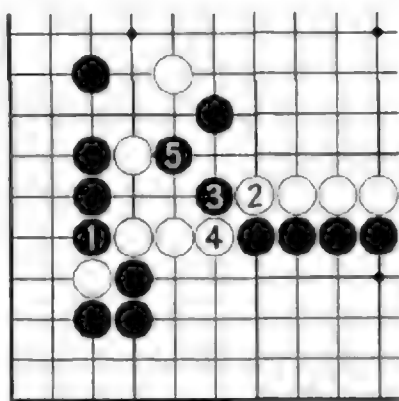


Figure 2 (51 – 100)

62: ko



Dia. 1



Dia. 2

### Figure 2 (51 – 100)

White 72. Kato felt unhappy with his game when Nieh made this cut, but his concern was of short duration, for Nieh immediately went wrong

with 74. After 75 and 77, it is very hard for White to make an effective attack. Instead of 74 –

*Dia. 1.* White should play 1 and 3. Black would defend on the right with 4, but that would leave his group at the top weak. For example, White could make the placement at 7.

White 90 is a mistake: it attacks Black's eye-shape, but the surrounding white position is too weak for White to make a serious attempt to capture Black.

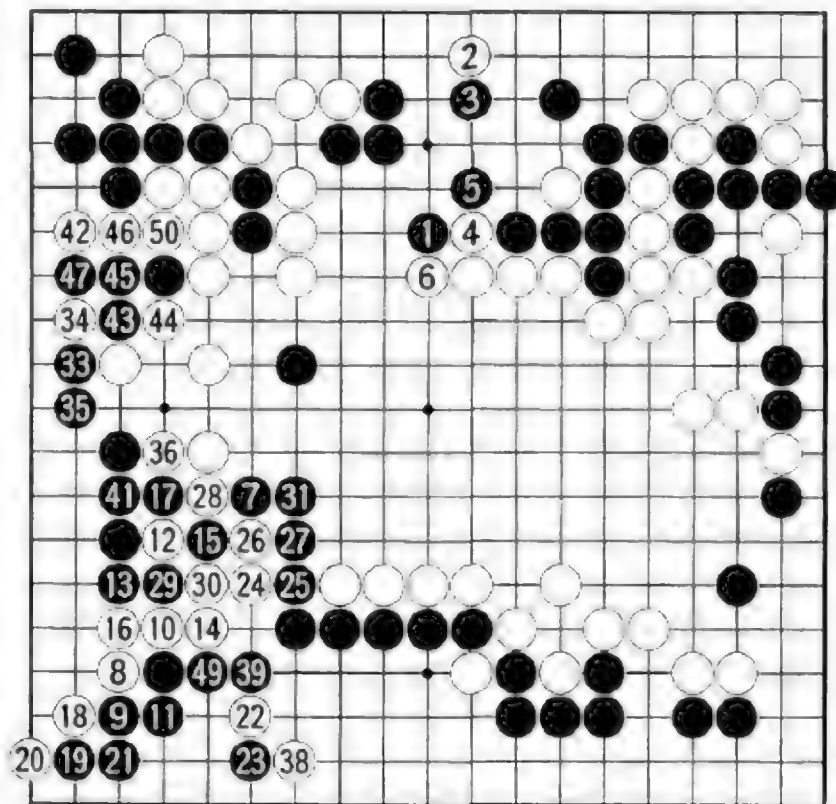


Figure 3 (101 – 150)

Ko (at 12): 32, 37, 40; 48: connects (at 15)

### Figure 3 (101 – 150)

When Black secures his group at the top and gets a foothold in the centre with 7, he takes the lead.

Black 15 is a little timid. Black should cut at 1 in Dia. 2 – there is no danger of White's taking the whole centre.

Black 17. Another mistake: Black should give atari at 29, as that reduces the liberties of the white group below. White might then jump in at 22, but Black could cut with 49. Taking away that extra white liberty would make all the difference if White started a semeai by blocking at 39.

Black 43. Black has decided to sacrifice his group at the top to ensure that he does not lose the fight below. This shows good judgement. White would have to take all the centre to win and that will not be easy, since capturing the black group at the top will be gote.

### Figure 4 (151 – 203) (next page)

Black makes a large dent in the centre and



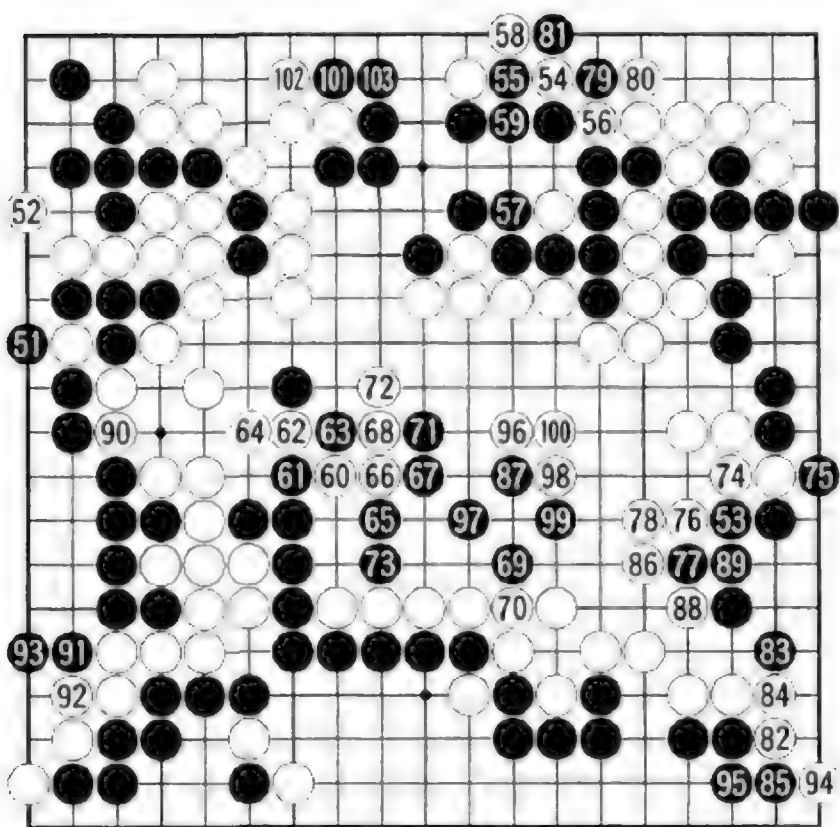


Figure 4 (151 – 203)

draws so far ahead that the komi becomes irrelevant. The game went to 284 moves, but moves after 203 are omitted.

Nieh won all his other games on the tour, but apparently that did not console him for his setback against Kato. Nieh no longer regards ordinary 9-dans as rivals: he wants to beat the titleholders.

*Black wins by 7½ points.*

#### Ma v. Ohira

White: Ohira Shuzo 9-dan

Black: Ma Xiao-chung 7-dan

Played on 12 June 1982 at the Nihon Ki-in

*Commentary by Ishida Yoshio*

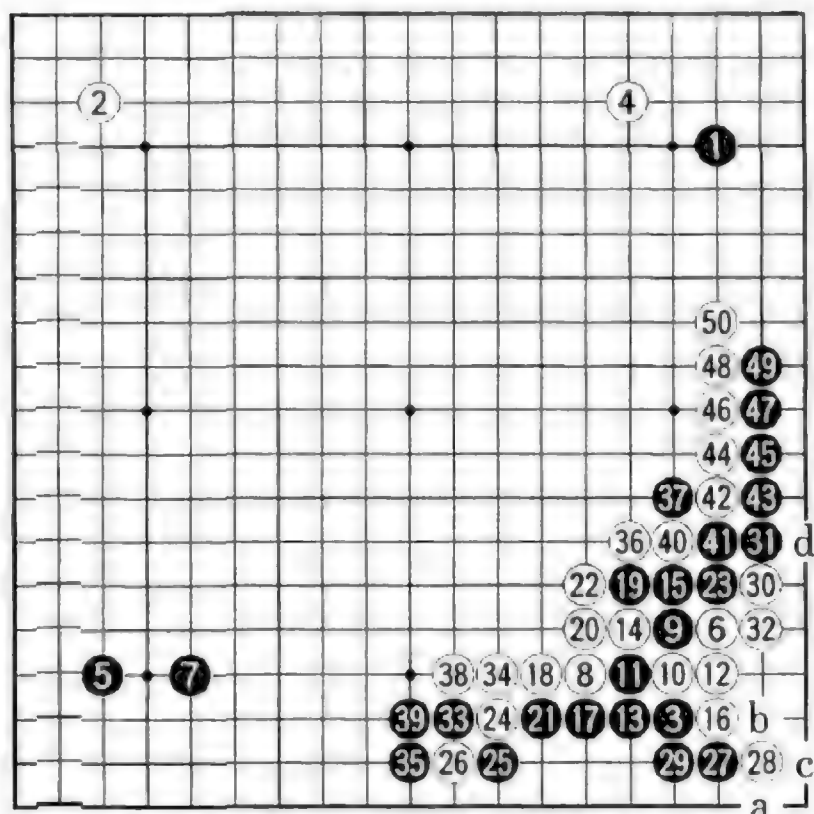


Figure 1 (1 – 50)

Ma Xiao-chung, seventeen years old, is the boy wonder of Chinese go. Last year he came second in the World Amateur Go Championship, losing to his fellow countryman Shao in the final. In the elimination tournament held to select the members of the touring team he came second to Nieh, but he is the current Chinese champion, as he came first in the national championship held in March. He was 'discovered' by Nieh when he was thirteen and already the top player in his home province of Chekiang. During a tour of Japan about that time, Nieh proudly told Japanese reporters that there was a kid in China who was much more talented than he. Ma has not yet turned professional, however, as he is still a high school student (Nieh is the only professional in the touring team).

His opponent, Ohira Shuzo (b.1930), has not been in the limelight recently, but he has won a total of seven titles, mainly in the late 60's.

#### Figure 1 (1 – 50)

The sequence to 48 is virtually a joseki. However, Black 49 is usually played at 'a'; if White then blocks at 49, Black wins the semeai with Black 'b', White 'c', Black 'd'. Crawling the extra space with 49 seems questionable.

#### Figure 2 (51 – 100)

Black 57 starts a ko which Black wins, as he has one absolute ko threat at 59. The exchange to 64 seems even.

White 82. A clever move, making miai of 'a'

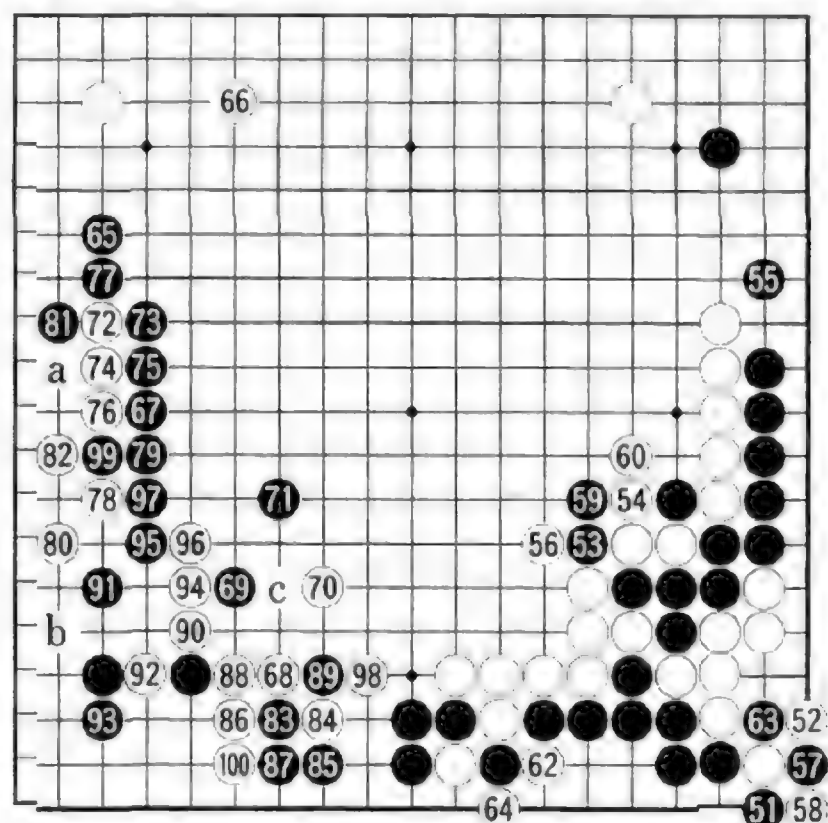


Figure 2 (51 – 100)  
61: ko (at 57)

and 'b'.

Black 83 and 85 are a tesuji combination. The latter move at 86 would be bad, as White would get too much territory.

White 90 is dubious, as Black's answer at 91 hurts the white group on the side. White 'c' would be better.

After 90 the exchange to 100 is inevitable. White doesn't lose points in this trade, but he doesn't gain either, and he ends in gote.

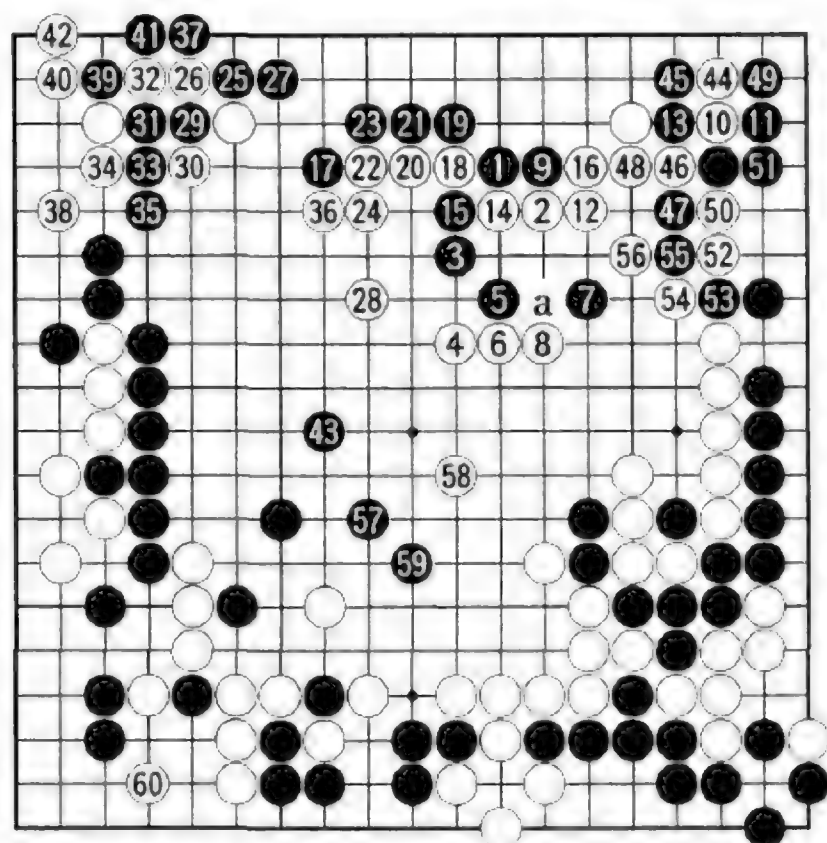


Figure 3 (101 - 160)

### Figure 3 (101 - 160)

White 4 is a good point: White badly needs a big centre.

Black 17 is a fighting move which provokes a dubious response from White. Instead of cutting at 18, he should just play at 'a'. White captures the four centre stones, but Black takes compensation at the top. Black 25 is a good move.

Black 39 is a large capture. The exchange here is slightly favourable for Black.

Black 43. Black 55 seems bigger, but it is hard to say for sure.

### Figure 4 (161 - 227)

White 88. White is going all out, but despite his fine play in the centre he does not catch up.

Black 99 is a large reverse sente point. If White had been able to play here at some stage, it would have been worth seven points in sente for him, which would have made the game very close.

Black 101 etc., worth five points in sente, secure victory.

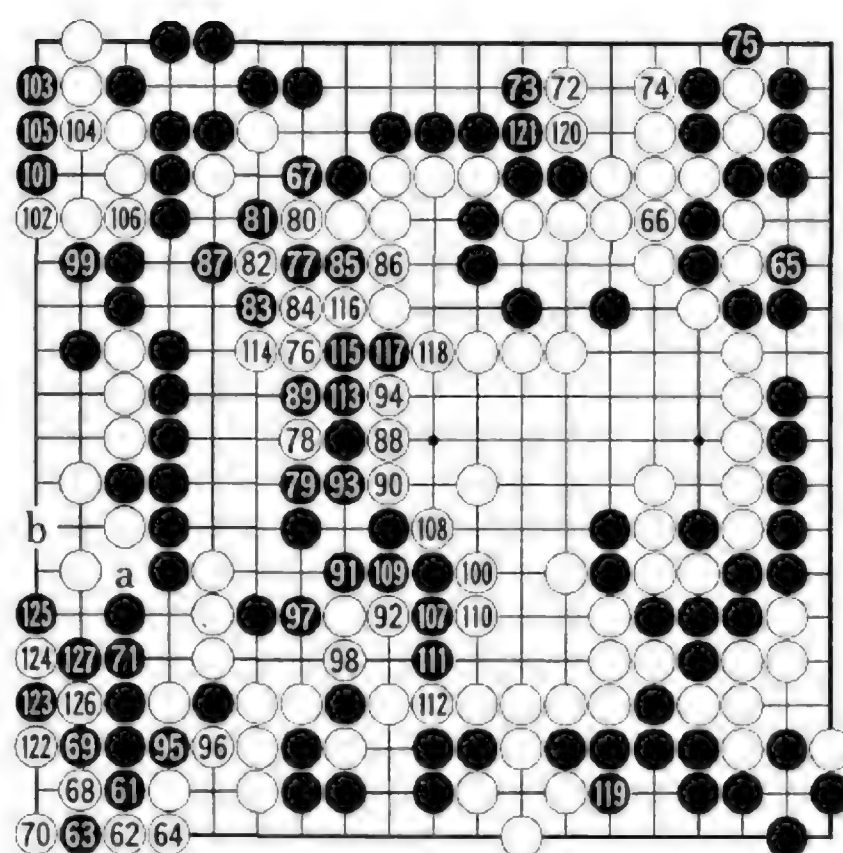


Figure 4 (161 - 227)

Black 125. If Black carelessly connects at 126, White lives with White 'a', followed by White 'b'.

When White resigns he is losing by 2½ points. White resigns after Black 227.

### Jui v. Kusunoki

White: Jui Nai-wei 4-dan

Black: Kusunoki Teruko 6-dan

Played on 22 June 1982 in Nagoya

Commentary by Hane Yasumasa 9-dan

Jui, age eighteen, was the only woman player in the team. She had a very successful tour, winning all her games. Three of these were against amateurs, but she also proved herself against professionals, defeating Ashida Isoko, the top woman professional of the Kansai Ki-in, and Kusunoki Teruko, who won the 'Kido' prize for the outstanding woman player of 1981.

### Figure 1 (1 - 50) (next page)

White 22 is a severe pincer. It would have been better to play 21 lightly at 'a'. Black had expected White to follow Dia. 1.

Black 25 is an overplay: Black should play 32, White 'b', Black 'c'.

Black 31. Another overplay — following Dia. 2 would give Black a reasonable result.

Black 33. Capturing at 34 is better.

Black 39 is painful but necessary. The result to 42 is favourable for White.

Black 43. Black 'd' is usual. White accepts the invitation to pick up a stone.



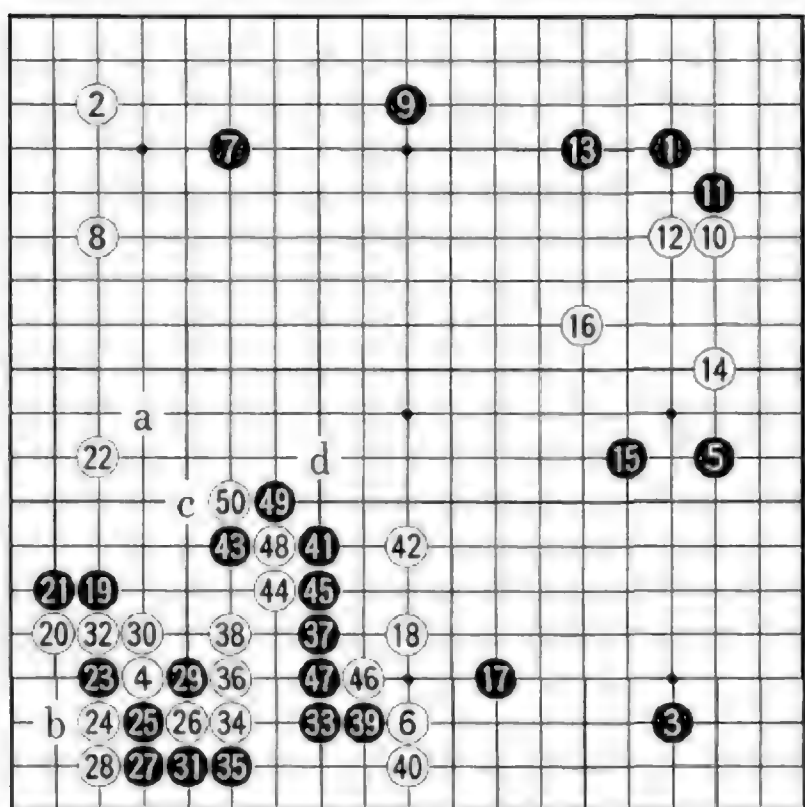


Figure 1 (1 - 50)

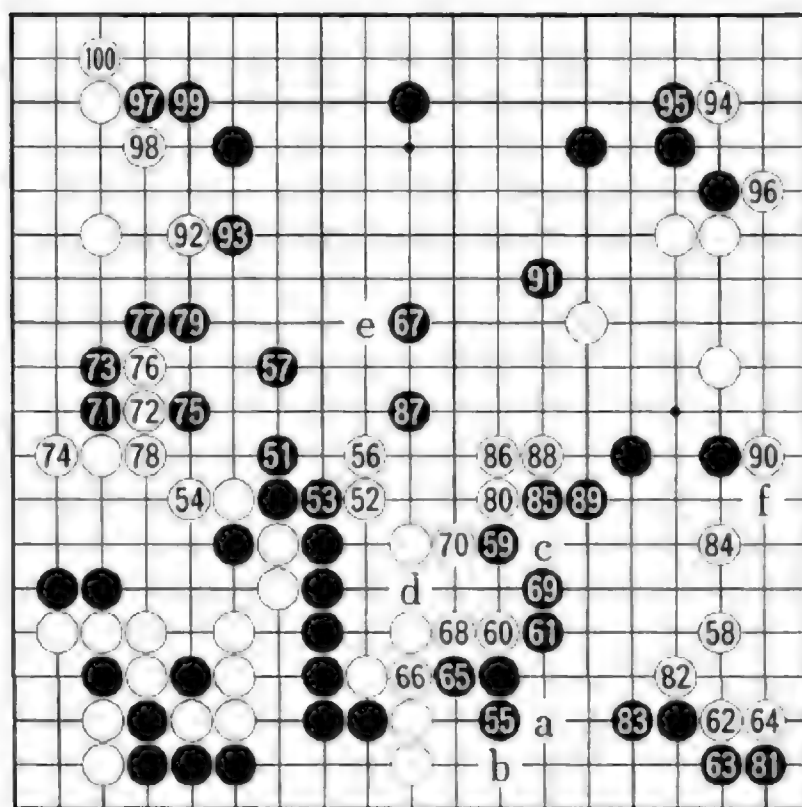
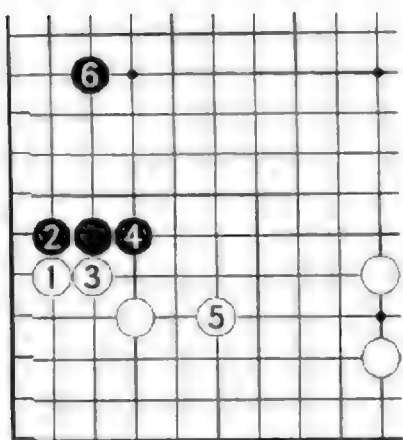
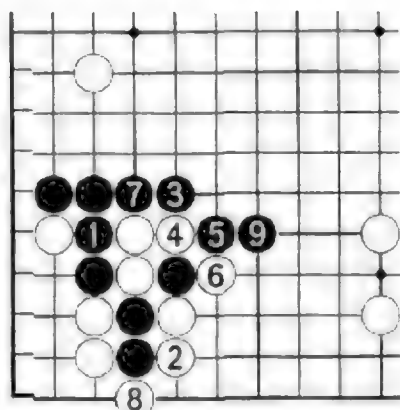


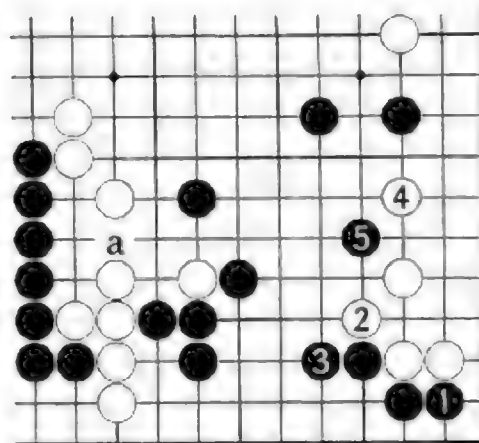
Figure 2 (51 - 100)



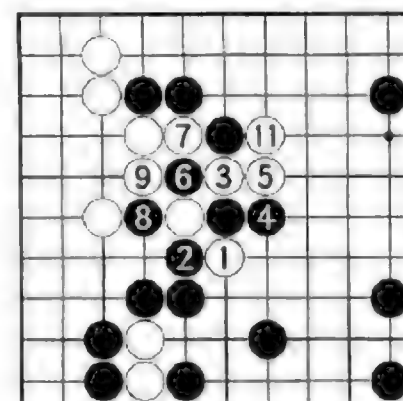
Dia. 1



Dia. 2



Dia. 3



Dia. 4

10: connects

Black 11 makes the game close.

Black 23. Necessary because White 'a' would make miai of 'b' and 'c'.

Black 61 should be at 70.

Moves after 172 omitted. White wins by  $3\frac{1}{2}$  points.

(Translated by John Power)

### Figure 2 (51 - 100)

Black 55 is bad style. Black 65 is always sente, so 55 should be at 'a' or 'b'.

White 58. White's first dubious move. Since her group is weak, she should just reduce Black's territory with 'c'. Black 59 is a good counterattack, aiming at wedging in at 'd'.

Black 67 is questionable. If Black had followed Dia. 3, aiming at a double attack, White would have been in trouble, what with the aji of 'a' still remaining. In any case, 67 is too thin: it should be at 'e'. Black plays 71 etc. and later 87 to strengthen herself in the centre, but White reinforces one group with 80, then the other with 90, so Black loses her targets for attack. Black should play 87 at 'f', putting pressure on the white group here.

### Figure 3 (101 - 172)

White 2 sets up White 6, but that is not as big as it looks. White could have ended the game by making the hane in Dia. 4. Black cannot resist: if Black 2, the continuation is forced.

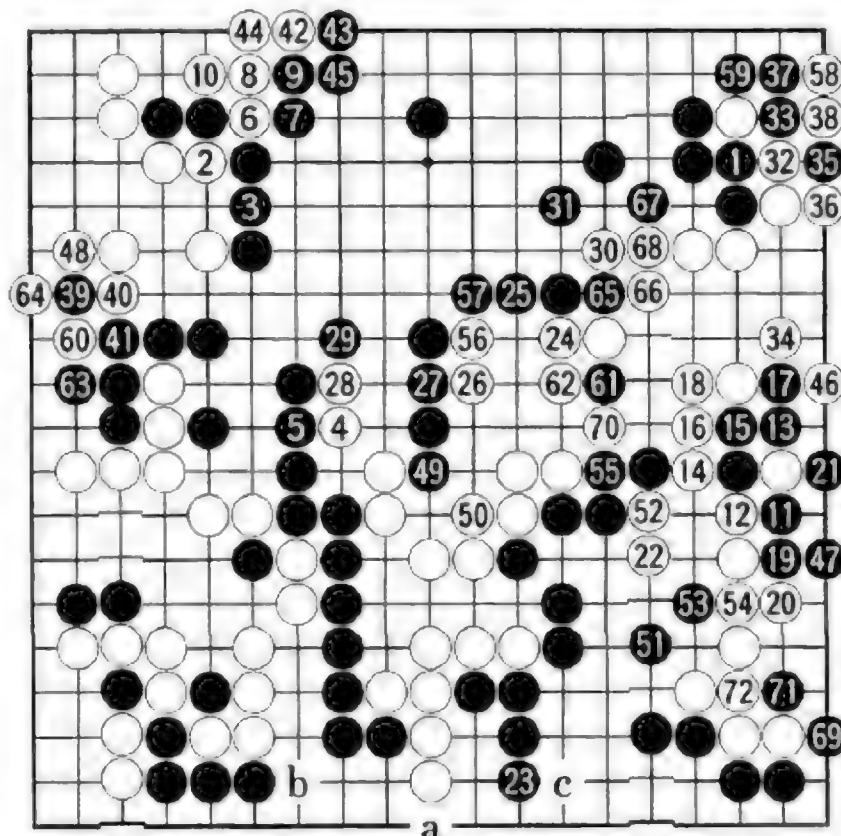


Figure 3 (101 - 172)

# 20th Judan Title

The 20th Judan title match pitted Otake Hideo, the current titleholder, against Cho Chikun, who won the right to challenge by defeating Honda Kuniyoshi 9-dan of the Kansai Ki-in in the final stage of the preliminary tournament. Otake won the Judan title two years ago from Kato Masao (GW 20), and last year he successfully defended it against Hashimoto Shoji (GW 25). Cho Chikun, on the other hand, was making his first appearance in a Judan title match. He already held the Honinbo and Meijin titles (the latter he won from Otake in 1980 — see GW 22, 23), so the question was whether he would be able to add the fourth richest title to the second and third richest.

The Judan title match is a best-of-five series. Games are played in one day, and each player has a time allotment of six hours. Commentaries for the first, third, and fourth games are adapted from the accounts in the Sankei newspaper, which sponsors the Judan tournament. The commentary for the second game is taken from the May 1982 issue of *Kido*.

## Game One

**White:** Otake Hideo 9-dan, Judan and Gosei

**Black:** Cho Chikun 9-dan, Honinbo and Meijin

**Komi:** 5½ points

**Played** 3 March 1982 at the Hotel New Otani in Tokyo

## Judan Prize Money

*1st prize:* ¥5,500,000

*2nd prize:* ¥1,000,000

*Match fee:* titleholder — ¥1,500,000

challenger — ¥1,000,000

(¥260 = US\$1.00)

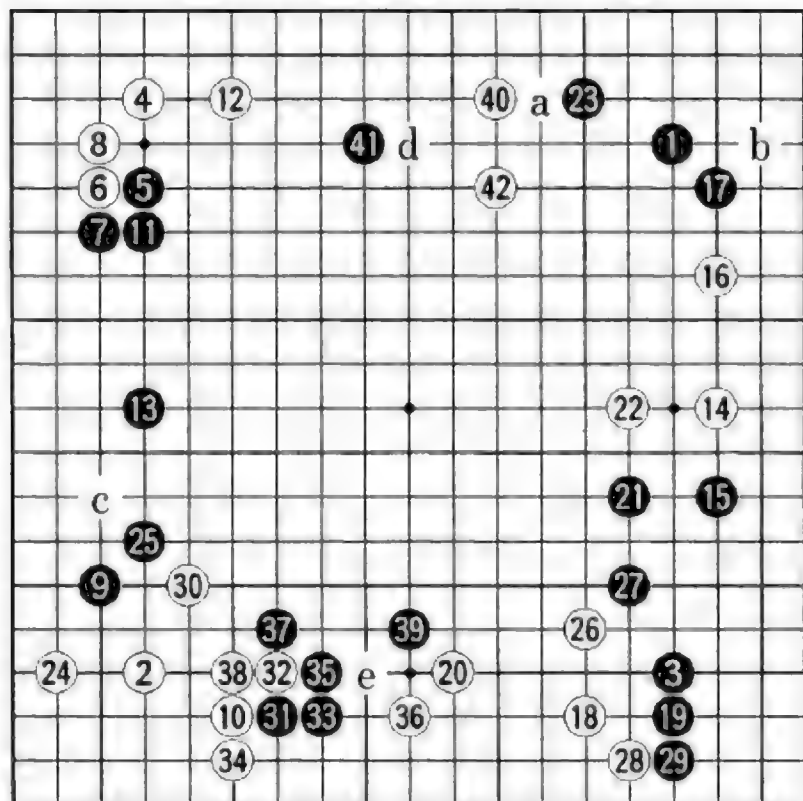
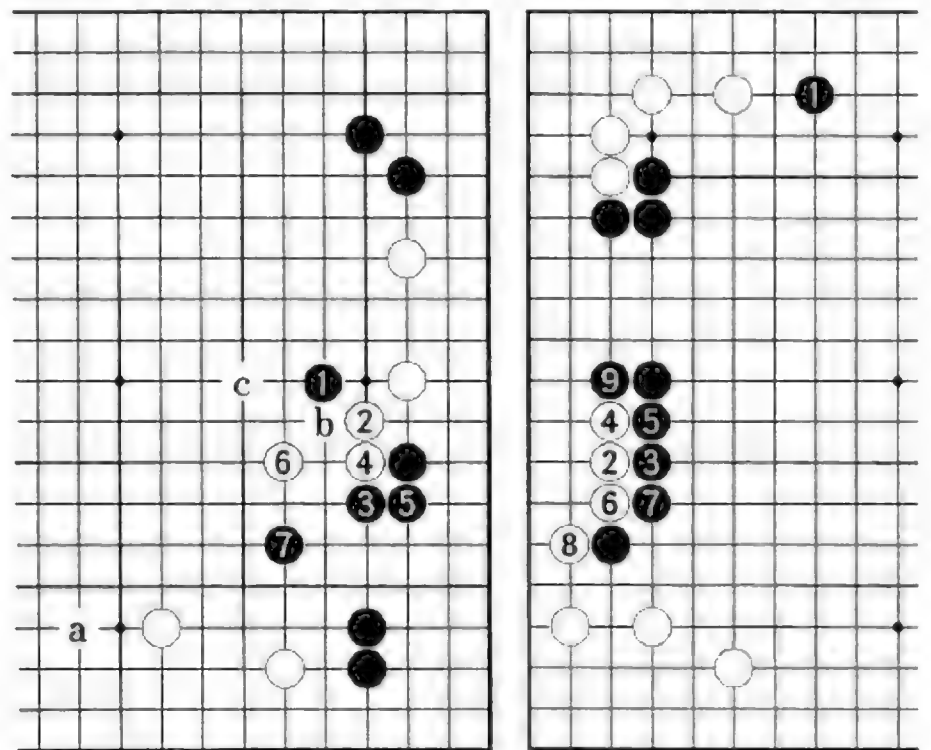


Figure 1 (1 – 42)

### Figure 1 (1 – 42). A cautious start

Black 17. Black 'a' would not be severe enough, because Black would have no follow-up after White 'b'; 'a' would also extend in the direction of a strong white position.

Black 21. A somewhat painful move for Black. Otake recommended the capping move at 22, which builds on the left-side formation. In the continuation which Kato, the game referee, gave in Dia. 1, Black can aim at the severe invasion at 'a' after Black 7. If White switches 2 to 'b', Black



Dia. 1

can jump to 'c'.

Dia. 2

White 22. White benefits more than Black from the exchange of jumps.

Black 25. Kato claimed that the blocking extension at 1 in Dia. 2 was bigger. If White gouges out the side, Black becomes strong on the outside and can aim at invading the bottom.

Black 27. It is now clear that Black 21 is not accomplishing much.

White 30. This move aims at 'c', but Otake questioned it after the game, suggesting that 'd' might be better. Kato, however, thought White should go all the way to 40. If White is going to play at the bottom, he should defend at 'e'.



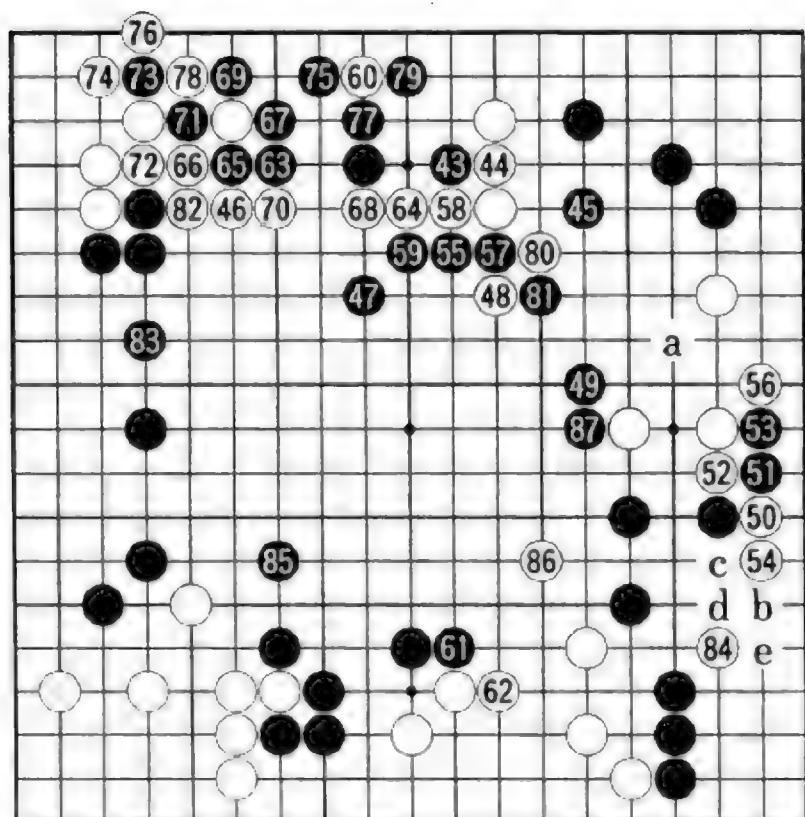
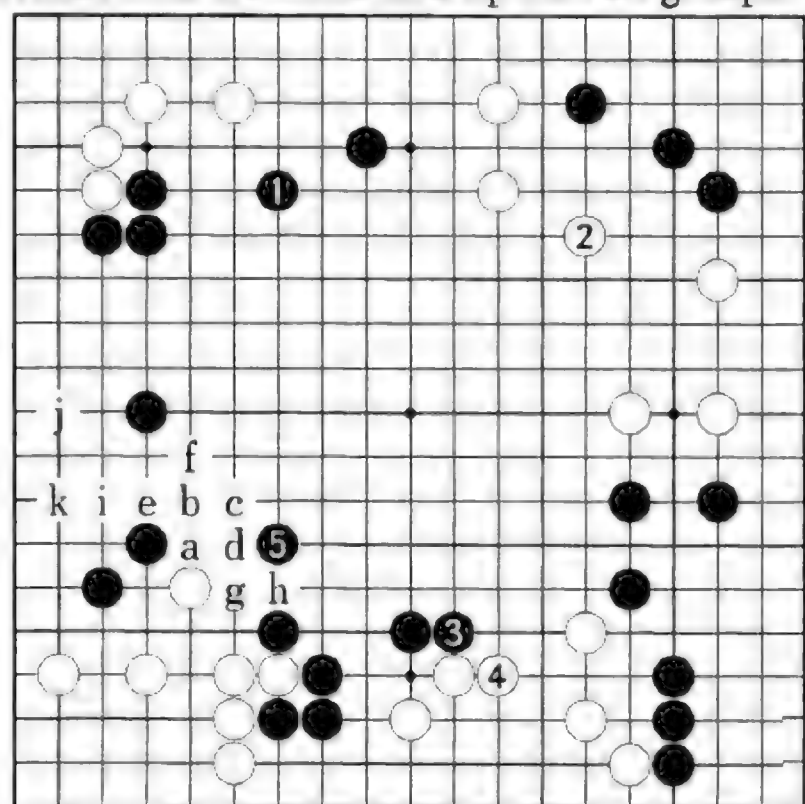


Figure 2 (43 - 87)

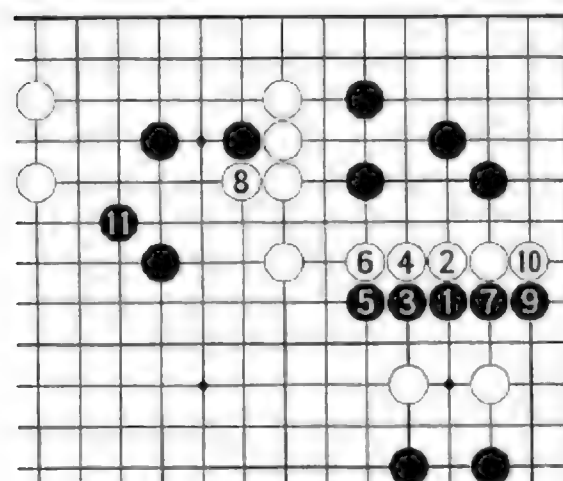
Figure 2 (43 - 87). *The losing move*

Black 43, Black 45. Kato's opinion was that Black should attack more slowly with 1 in Dia. 3. If White 'a' after Black 5, Black sacrifices two stones with the sequence to Black 'k' and stakes the game on his center moyo. Cho maintained, however, that the game would have become too difficult if he let White link up his two groups.



Dia. 3

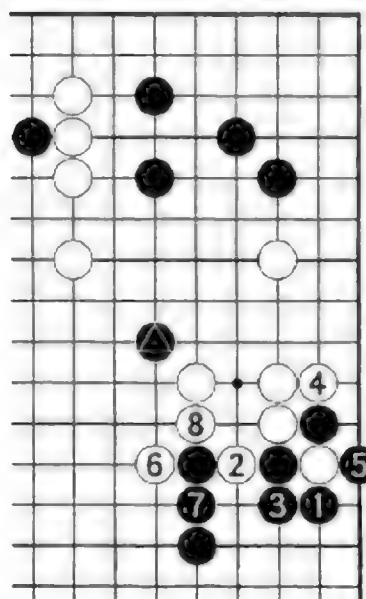
Black 49. An unusual move which Cho spent forty-nine minutes on. Although he keeps the two white groups separated, he has no good follow-up attack against either. The professionals following the game had expected 'a'. Kato gave the sequence in Dia. 4, saying that Black has no choice but to fight. After Black patches up his shape with 11, the continuation becomes difficult, but White does have *aji* he can use in the corner.



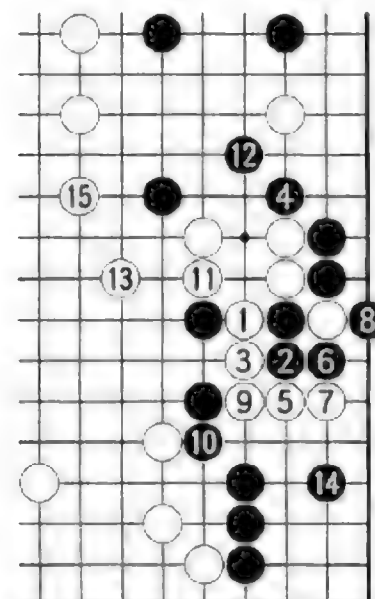
Dia. 4

Black 51. A blunder — Black has to block at 54.

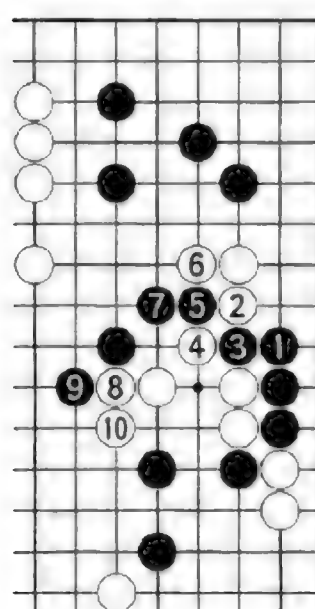
Black 53. Black has a chance to change course with 1 in Dia. 5, though after White 8 the marked stone loses most of its value. Cho may have been expecting the sequence in Dia. 6 after Black 53, even though White connects and strengthens himself on the outside. Whatever the case, Black 51 and 53 are fatal.



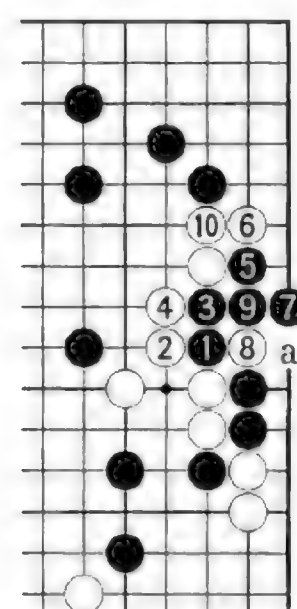
Dia. 5



Dia. 6

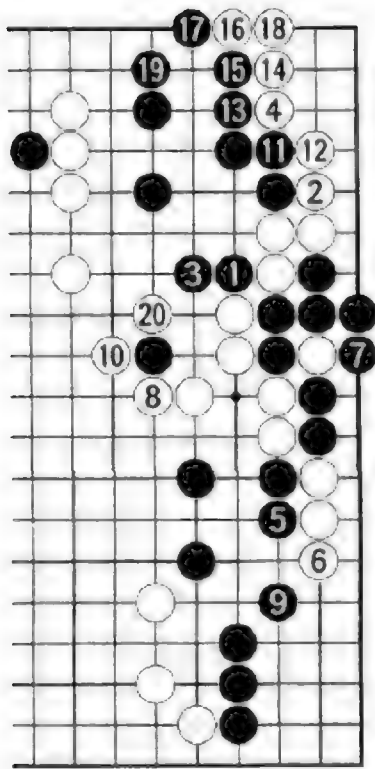


Dia. 7

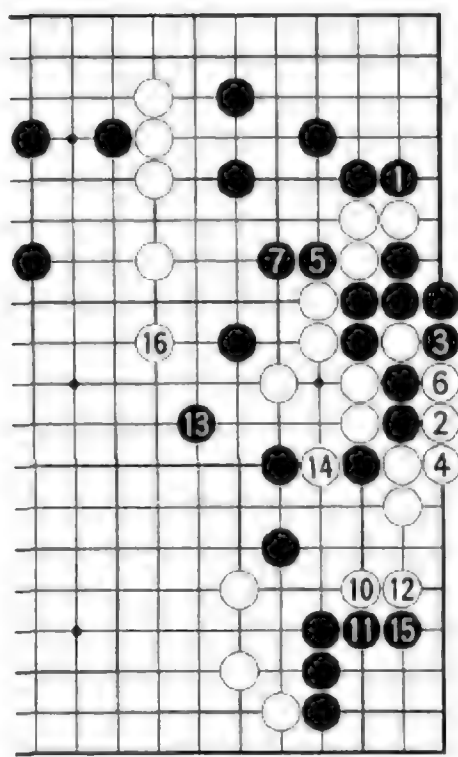


Dia. 8

White 54, Black 55. White 54 is a strong answer that took Cho by surprise. If Black answers at 1 in Dia. 7, he loses the fight after White 10. Black seems to have only the sequence in Dia. 8, but he will still be in trouble after the two-step hane at 6. If he now cuts at 10, White has a



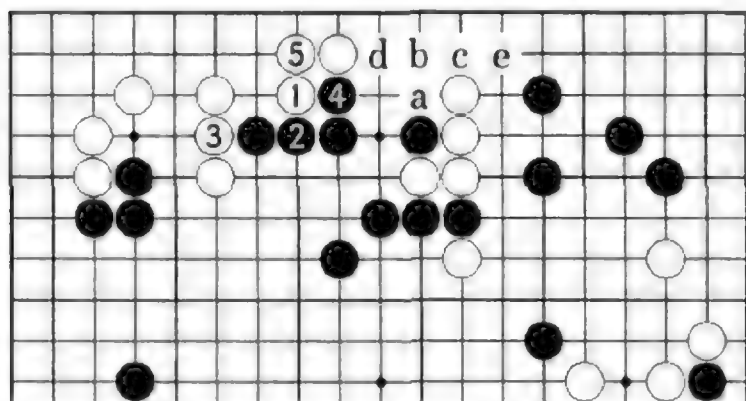
*Dia. 9*



*Dia. 10*

8: takes 2 stones; 9: takes tesuji at 8 (if Black 9, White 'a') to capture the key stones, so Black must answer at 7. Continuations after White 10 are numerous, but if Black cuts at 1 in Dia. 9 White can destroy the corner while becoming strong in the center. If Black takes the vital point at 1 in Dia. 10, however, White captures two stones and lays waste to the lower corner. To make matters worse, Black would have no attack against White's center stones.

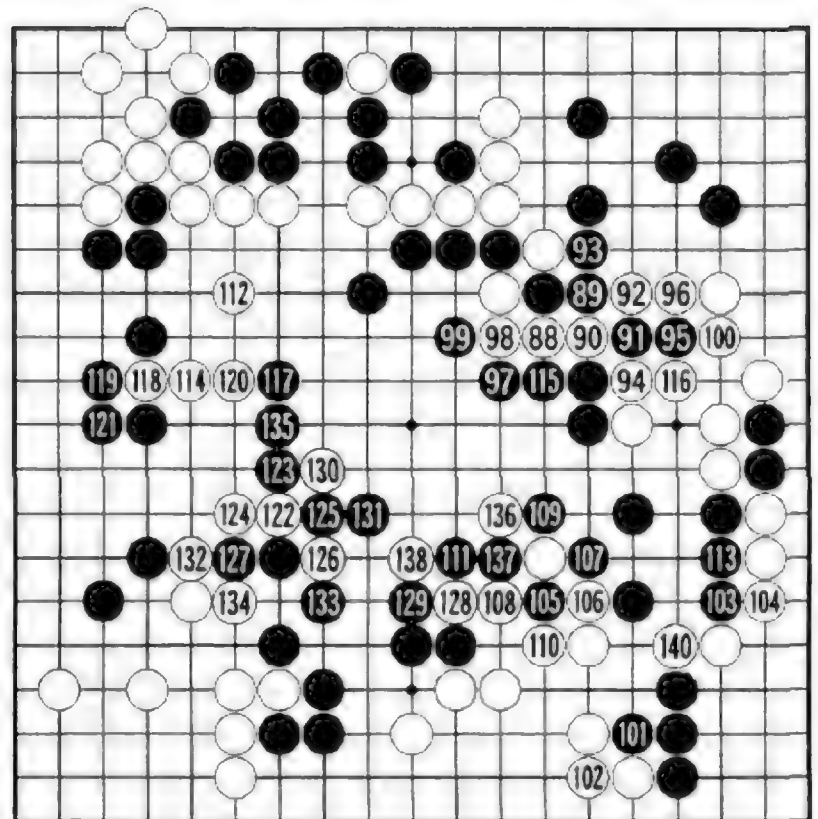
Black 55 thus seems unavoidable, but Black suffers a big loss on the side when White captures two stones. Even after Black 57, White is able to minimize the damage at the top by sliding to 60.



*Dia. 11*

White 64. According to Kato, if White answers the peep with 1 and 3 in Dia. 11, Black gets back into the game with the sequence from Black 'a' to Black 'e' after White connects at 5.

Black 83 — Black 85. Cho pins his last hopes on making a large center territory. Since White 84 takes a vital point, Kato suggested trying Black 83 at 'b'. If White answers at 'c', Black gains from the forcing move, which also has an effect on subsequent moves. On the other hand, if White hanes at 'd', Black can secure the corner in sente with Black 'e'.



*Figure 3 (88 - 140)*

*139: takes ko at 105*

### Figure 3 (88 - 140). *An early resignation*

Black 97, Black 99. Black has no other choice but to surround the center after White captures two stones.

White 140. Black resigns since he is unable to fight the ko.

The game was decided when Otake captured two stones with White 56. It is unusual in a title match for a game to be decided so early.

### Judan Titleholders

- 1st (1962): Hashimoto Uтарo 9-dan beat Handa Dogen 9-dan 3-1
- 2nd (1963): Handa beat Hashimoto 3-1
- 3rd (1964): Fujisawa Hosai 9-dan beat Handa 3-2
- 4th (1965): Takagawa Kaku 9-dan beat Hosai 3-1
- 5th (1966): Sakata Eio 9-dan beat Takagawa 3-1
- 6th (1967): Sakata beat Fujisawa Hosai 3-2
- 7th (1968): Sakata beat Fujisawa Shuko 9-dan 3-1
- 8th (1969): Otake Hideo 8-dan beat Sakata 3-0
- 9th (1971): Hashimoto Uтарo beat Otake 3-2
- 10th (1972): Sakata beat Hashimoto 3-2
- 11th (1973): Sakata beat Takagi Shoichi 7-dan 3-0
- 12th (1974): Hashimoto Shoji 9-dan beat Sakata 3-1
- 13th (1975): Rin Kaiho 9-dan beat Hashimoto 3-0
- 14th (1976): Kato Masao 8-dan beat Rin 3-2
- 15th (1977): Kato beat Sakata 3-0
- 16th (1978): Kato 9-dan beat Rin 3-1
- 17th (1979): Kato beat Hashimoto Shoji 3-1
- 18th (1980): Otake beat Kato 3-2
- 19th (1981): Otake beat Hashimoto Shoji 3-0
- 20th (1982): Cho Chikun 9-dan beat Otake 3-1



## Game Two

White: Cho Chikun

Black: Otake Hideo

Played 11 March 1982 at Yugawara Hot Spring  
in Kanagawa Prefecture

Commentary by Ishida Yoshio 9-dan

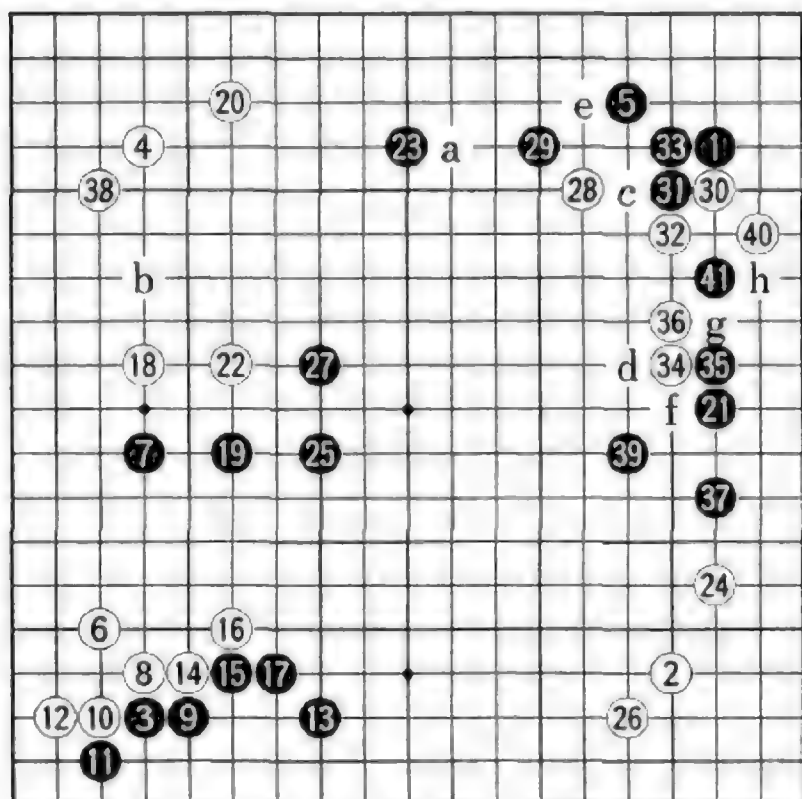
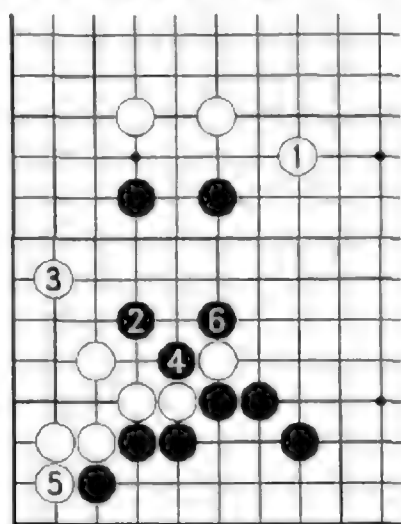


Figure 1 (1 - 41)

### Figure 1 (1 - 41). A steady fuseki

White 20 - White 24. Black makes a double wing formation while White encloses two corners. Another possibility for White 22 is 'a', which would be followed by Black 22 and White 'b'. For White 24, White 1 in Dia. 1, followed by the sequence to Black 6, is also possible.



Dia. 1

White 28. Other points that might be considered for reducing Black's moyo are 'c', 34, and 'd'.

Black 29. If at 32, White can cut off the black stone at the top by attaching at 'e'.

White 30, White 32. A frequently played follow-up to White 28.

Black 35. Pushing at 'f' only helps White to

fix up his shape with 'd'.

White 36. Pulling back was heavy, according to Cho. If he had blocked at 'g' instead, he could have made better eye-shape. White 'g' would also have made it much more difficult for Black to choose his next move.

White 38. Exchanging 39 for Black 'h' before playing 38 was correct. White starts to have a difficult time of it after Black 39.

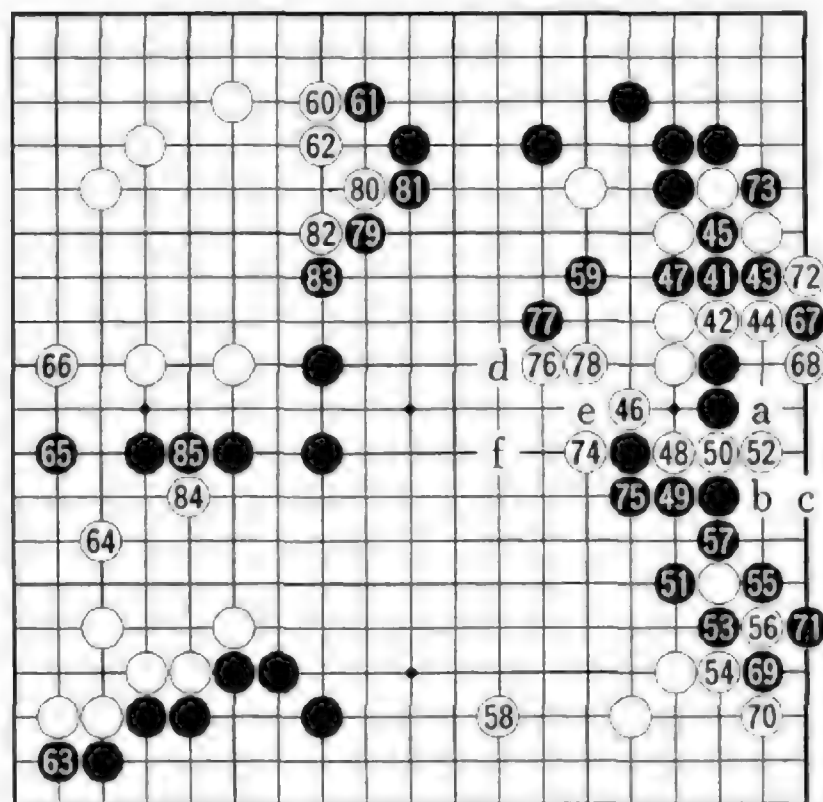
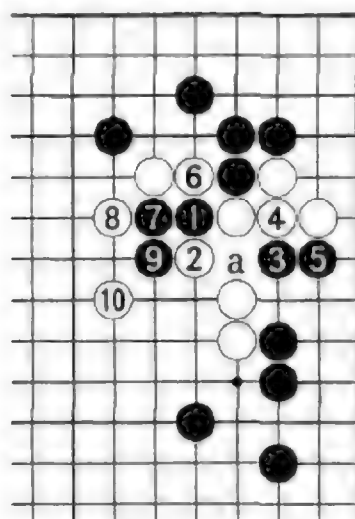


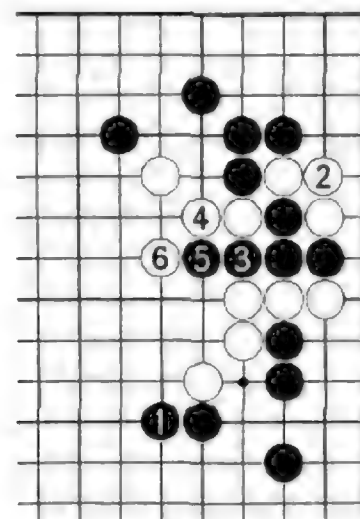
Figure 2 (41 - 85)

### Figure 2 (41 - 85). Black has a definite lead.

Black 41. Coming out with the hane at 1 in Dia. 2 first would be more severe. After the sequence to the descent at Black 5, Cho hallucinated that he could capture the black stones in a geta up to White 10, but it does not work because of Black 'a'.



Dia. 2



Dia. 3

Black 47. Cannot be at 1 in Dia. 3 because Black, not White, will be captured.

White 52 - Black 55. Ishida thought Cho should have resisted more strongly by pulling back at 53 with 52: after Black extends to 74, White

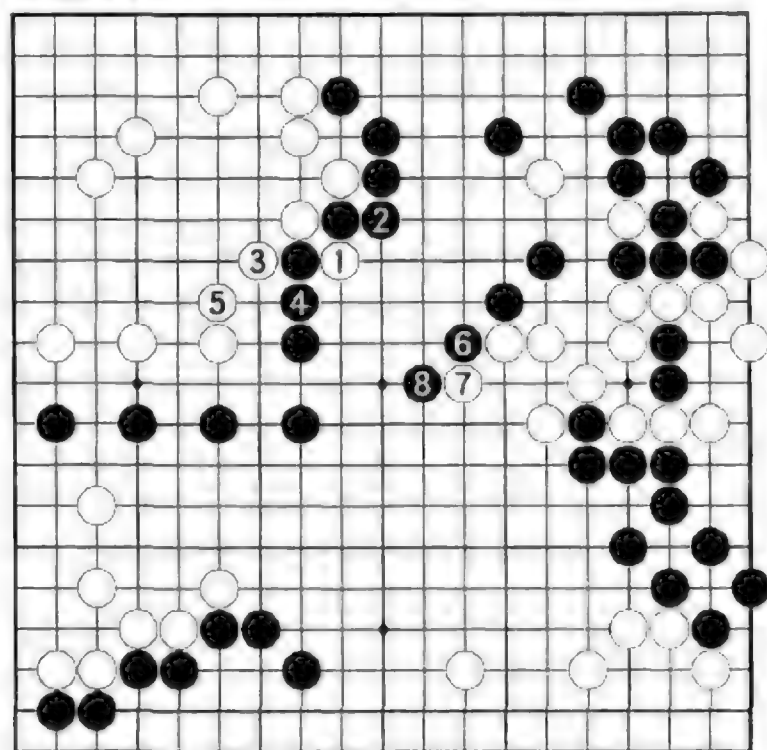
can hane at 'a'. The capture with 53 and 55 in the game is excellent for Black.

White 60. Cho said he should have gone as far as 61.

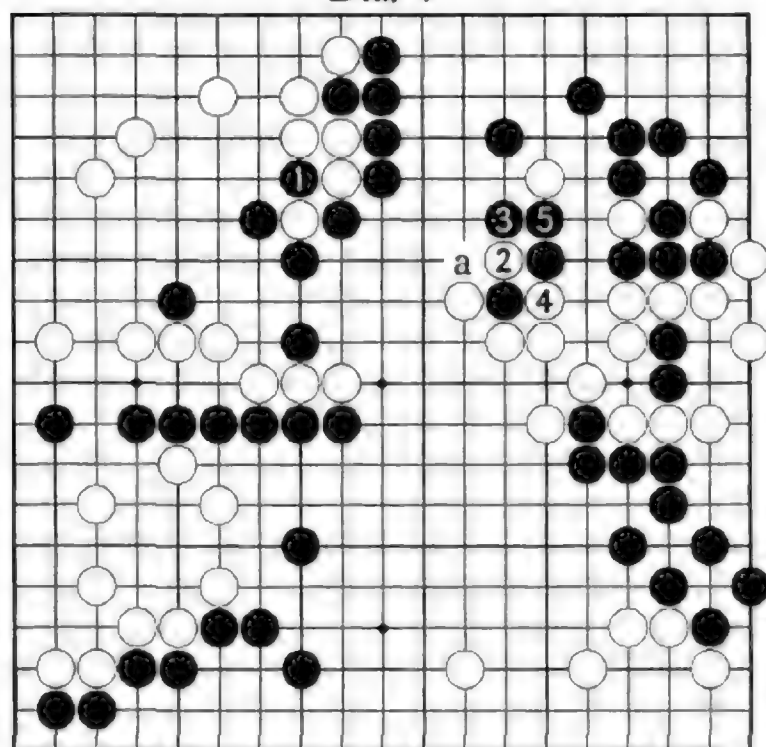
Black 67 — White 76. Black 67 is a sharp move that jeopardizes the safety of the white group. With the capture in the corner with 69 and 71, Black is threatening to put an end to the white group if he can blockade with 74 and 76 (Black answers White 'b' with 'c'). White takes no chances, however, and defends with 74 and 76.

White 78. If he extends to 'd', White gets bad shape after Black 78, White 'e', Black 'f'.

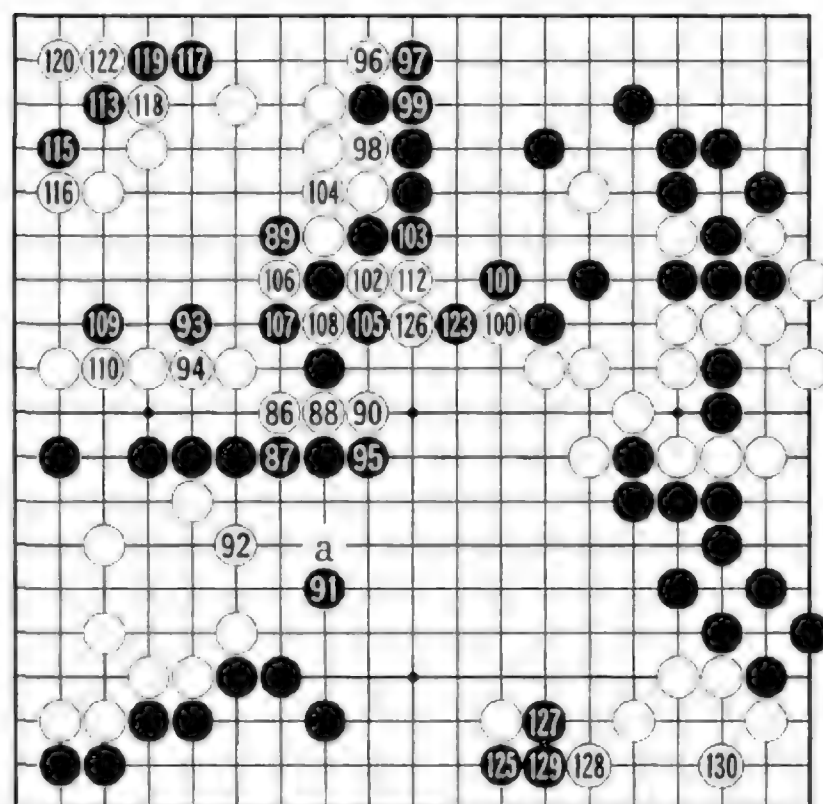
White 84. At move 79 Cho had already used up four of his six hours while Otake had only used one hour. Black's lead is evident, so Black would be happy to see each side continue to surround territory, which would be the case if White cut at 1 in Dia. 4 with 84. Cho therefore tries to find a move to change the flow of the game, starting with 84.



*Dia. 4*



*Dia. 5*



*Figure 3 (86 — 130)*

*111, 114, 121, 124: take ko*

**Figure 3 (86 — 130).** *Otake misses a chance to put the game away.*

White 90. In the result so far, White has broken through with 88 and 90, but Black 89 makes the cost high. If Black had blocked at 90 with 89, White 102, Black 103, and White 108 would have followed.

Black 95. If Black omits this move, White 'a' is ominous.

Black 101, White 102. Cho finally ensnares Otake. When Otake answered White 100 at 101, Cho took only a minute to play the tesuji at 102, indicating that he had already read it out. Instead of 101, Black should make the capture at 1 in Dia. 5 since it is much larger than the damage White can do to Black's territory. If White 2 (he might also play 'a'), Black 3 and 5 are good, and Black would have put the game out of White's reach. As it was, Cho's gamble paid off: he had a ko and the game had suddenly become too close to predict.

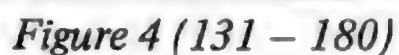
Black 107, White 108. The ko that results from White 102. Black cannot switch 107 to 112 since the result would be too good for White, as is clear when compared to the result in Dia. 4.

Black 121. Black should play once more at 122 before taking the ko.

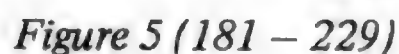
**Figure 4 (131 — 180).** *The losing move (next page)*

Black 37. Linking up is big as yose, but it loses the game. White 38 and 42, forcing Black





White 70, White 72. Black suffers an additional loss when White captures a stone.



This must have been a tough loss for Otake, considering how promising the game was for him at one stage. Credit must go to Cho, however, whose persistence in trying to find a move that

*White wins by 2½ points.*

**Played 25 March 1982 in Matsuyama, Shikoku**



Black 29. Black could play 1 and then 3 in Dia. 1, in which case fighting would break out immediately with the sequence to 6. White would



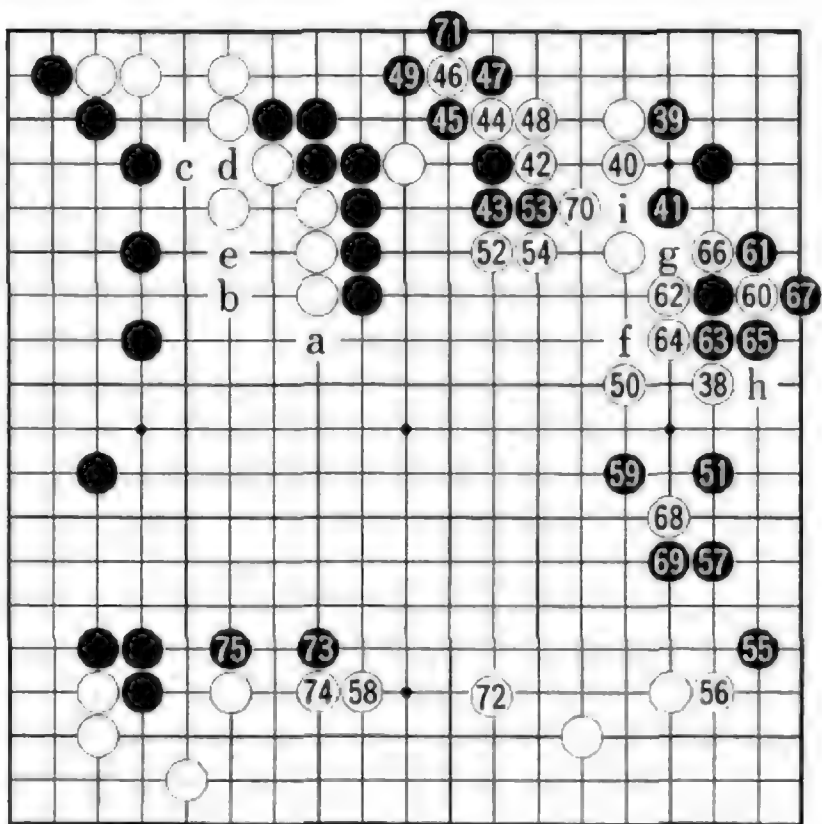


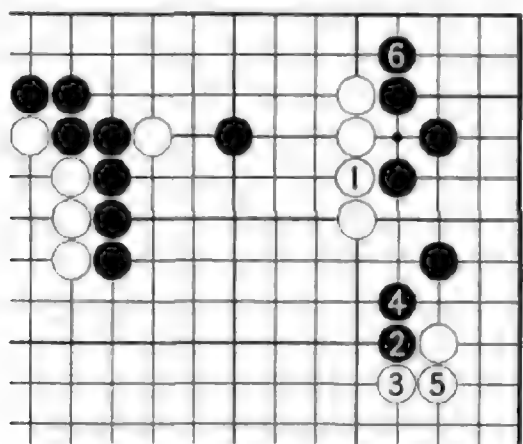
Figure 2 (38 - 75)

probably welcome the fight, however, since he is alive with White 'a', Black 'b', White 'c'.

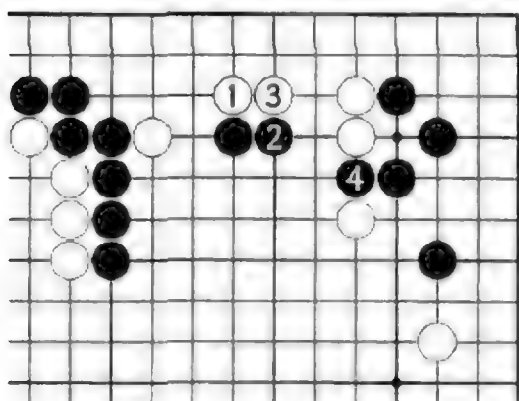
**Figure 2 (38 - 75). Settling one's stones**

White 38. White turns away from the top. If Black hanes at 'a', White will be content with living at 'b'.

Black 39. Black holds the hane at 'a' in reserve. Later he may get the chance to start a double attack with Black 'c', White 'd', Black 'e'.



Dia. 2



Dia. 3

White 42. A sabaki move. If White plays at 1 in Dia. 2, the safety of the white group is endangered after the sequence to Black 6. White 1 in Dia. 3 fails because Black can push through with

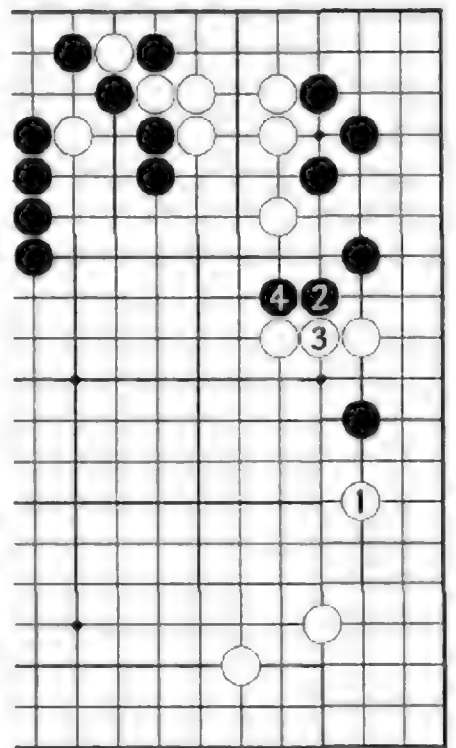
4 after Black 2 and White 3.

Black 43. If the hane at 48, White crosscuts at 44; if the hane at 53, White descends at 48. In both cases White's sabaki strategy works well. Yet in the after-game discussion Cho still regretted Black 43 because it was not severe enough. In his opinion, he should have descended at 44.

White 44, White 46. White is able to settle his stones successfully with the two-step hane.

Black 51. A sharp invasion.

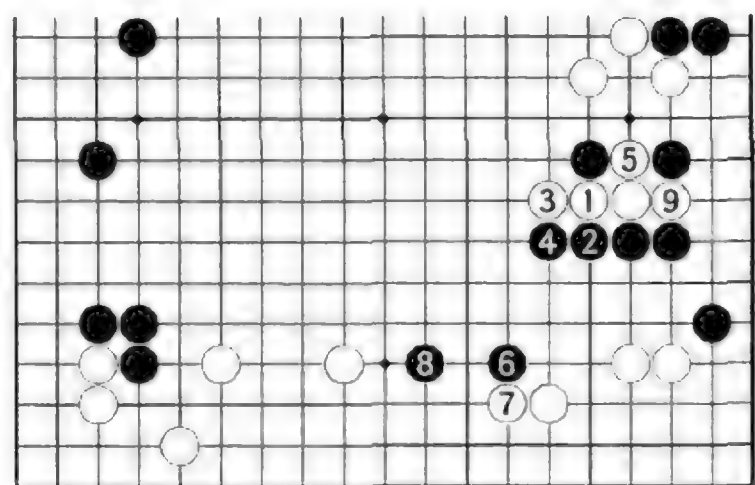
White 52. White would like to play the blocking extension in Dia. 4, but Black 2 and 4 (or 4 directly) will rip his position apart. If Black had played 51 at 64, White would have sacrificed his stone on the side by answering at 'f'.



Dia. 4

White 66. A clever move. Black cannot answer at 'g' because White 'h' will be sente. As it is, however, 66 has become a useful forcing move.

Black 67. Black should force White 'i' with Black 70 first.



Dia. 5

White 72. The move that Otake regretted most in the game. After the peep at 68, coming out at 1 in Dia. 5 is the only move. If Black pushes up at 2, White picks up two stones while still threatening Black's main group. If Black switches 2 to 5, White turns at 2, a large-scale move that makes White 72 seem comparatively small.

Black 73, Black 75. These moves are easy to play once White has played 72. While expanding the left side, they also take aim, from a distance, at White's group in the upper left.



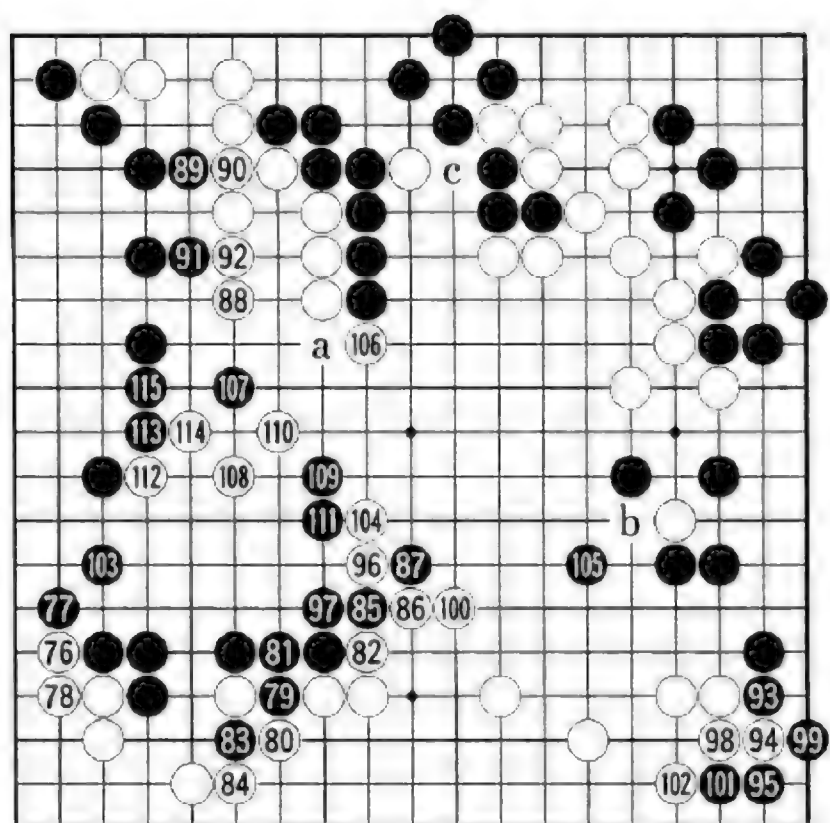
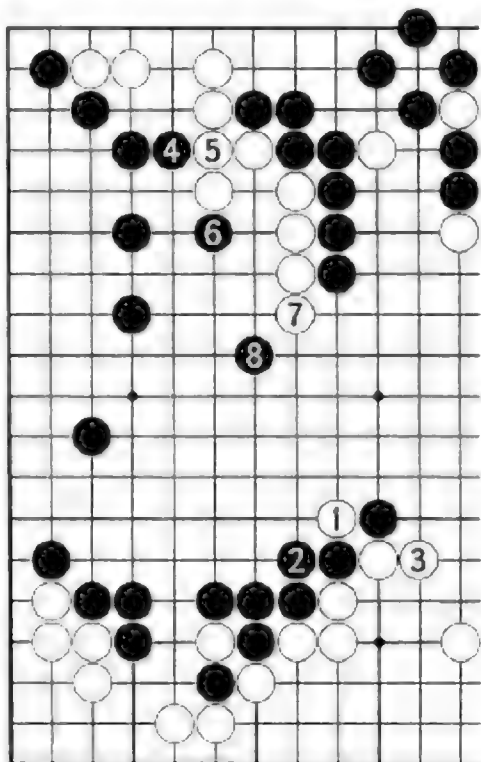


Figure 3 (76 - 115)

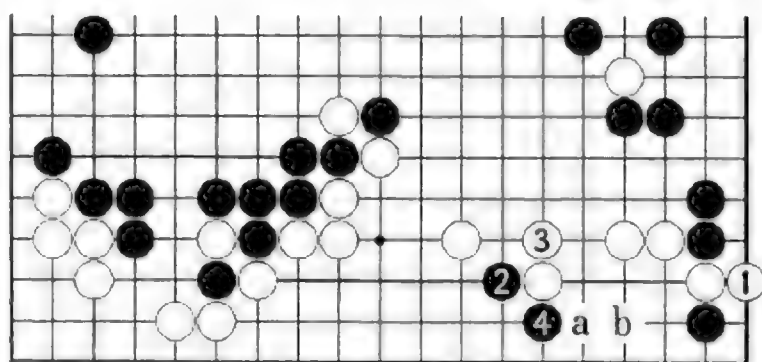
**Figure 3 (76 - 115). The rewards of patience**

White 88. If White follows through at the bottom with 1 in Dia. 6, Black takes too much territory after reducing White's group at the top to only one eye. Black has been rewarded for leaving the hane at 'a' in the figure unplayed.

White 98. If White resists at 1 in Dia. 7, Black attaches at 2 and hanes at 4. If White then blocks at 'a', Black attaches at 'b'.



Dia. 6



Dia. 7

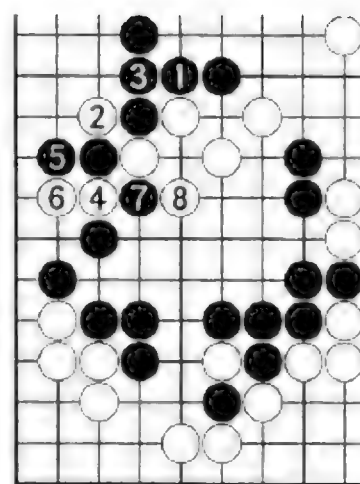
Black 103, White 104. The game is very close. The better yose player will be the victor.

Black 105. The biggest move on the board; it prevents White from escaping at 'b'.

White 106. A thick move which aims at the aji of White 'c'.

Black 107. Cho spent twenty-seven minutes on this move and had only thirty minutes left. Otake, as usual, had played quickly and still had nearly four hours left.

Black 115. If Black persists at 1 in Dia. 8, White, with plenty of ko threats at the top, starts a ko.



Dia. 8

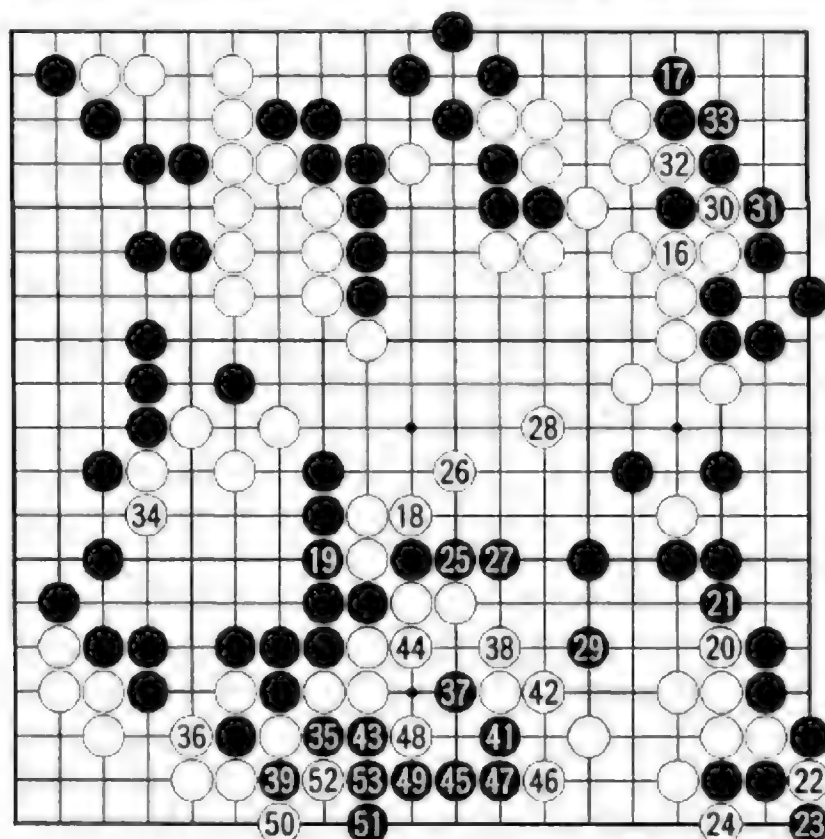
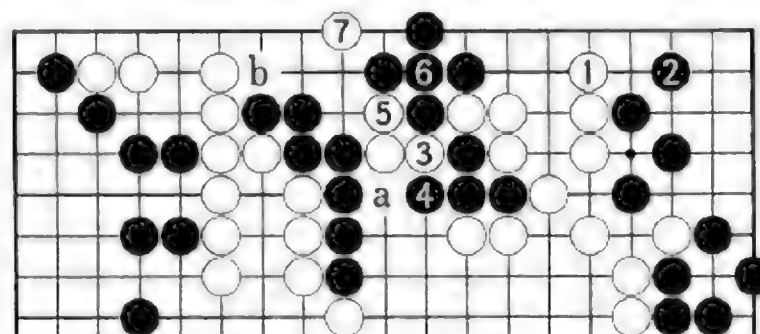


Figure 4 (116 - 153)  
40: connects

**Figure 4 (116 - 153). A spectacular finish**

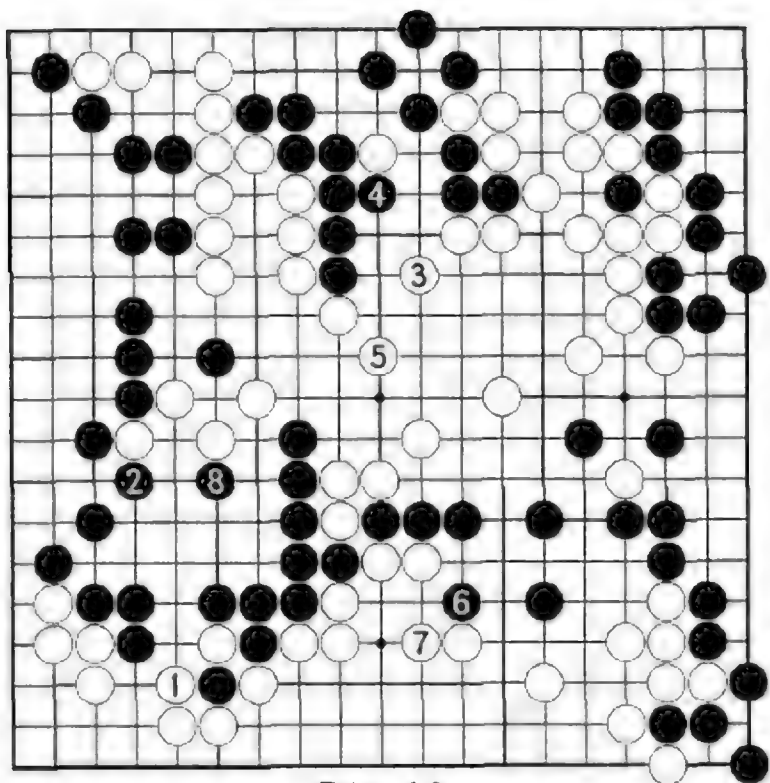
White 16. Another example of the kind of thick move Otake likes. Kudo 9-dan, the game commentator, said he would probably have played 1 in Dia. 9. If Black answers at 2, his group dies in the sequence to White 7. Black must therefore answer 1 at 'a' or 'b'. White then jumps in at 2.



Dia. 9

Black 25, Black 27. These moves settle the yose. After White covers his weaknesses with 26 and 28, Black jumps down to 29 and waits for a chance to exploit the bad aji in White's position.

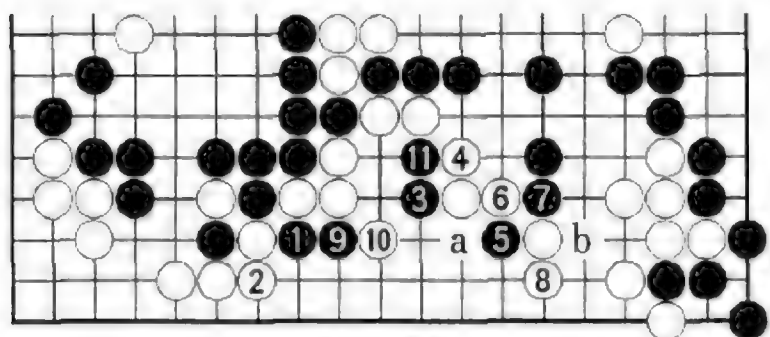
White 34. White invites Black to deliver the



*Dia. 10*

coup de grace. White could save himself by capturing at 1 in Dia. 10, but Black 2 would put him behind by about two and a half points.

Black 35, Black 37. This combination is a tesuji.



*Dia. 11*

White 36. Connecting at 2 in Dia. 11 does not work because of Black 5 and the ingenious move at 11. Switching White 6 to 'a' also fails because of Black 'b'.

*White resigns after Black 153.*

#### Game Four

White: Cho Chikun

Black: Otake Hideo

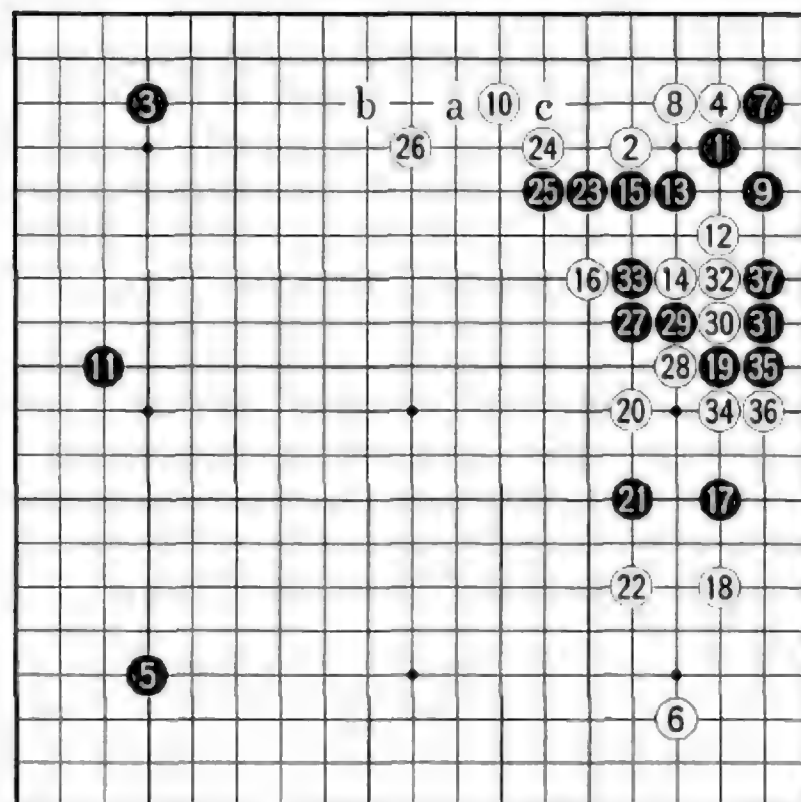
Played on 1 April 1982 in Hakone

#### Figure 1 (1 – 37). *An unanswered peep*

White 10. A very unusual move for a professional. Apparently White disliked the development White 'a' – Black 'b', which leaves the possibility of a black invasion at 'c'.

Black 17. An excellent splitting move. If Black approaches the corner at 1 in Dia. 1, he will be dissatisfied when White plays the hane and connection in the upper right after the joseki to Black 11 at the bottom.

Black 29. After the game Otake called this move careless. If he had pulled back at 1 in Dia.

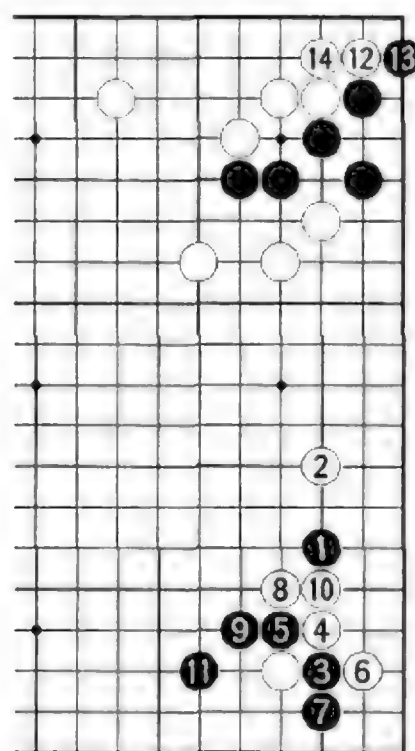


*Figure 1 (1 – 37)*

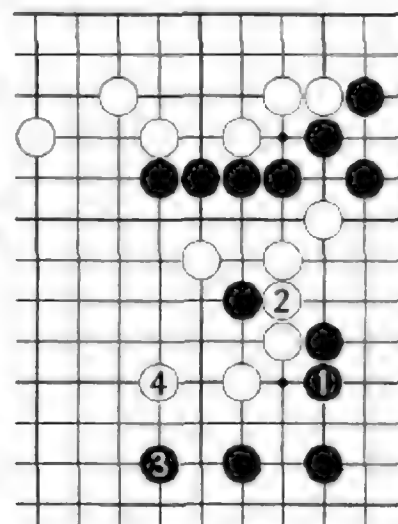
2, the exchange of jumps would have given him an equal result, a view shared by the professionals following the game in Tokyo. The lone dissenter was Takemiya, the game referee, who thought that the result to 37 was not bad for Black since he had made his group safe with the capture of the key white stones. He did question Black 27, however, and recommended the attachment at 1 in Dia. 3, which would set White's stones adrift after the sequence to Black 7. His reasoning was that Dia. 3 would have resulted had White connected at 33 with 28.

(Dia. 3 is probably why White did not connect against the peep.)

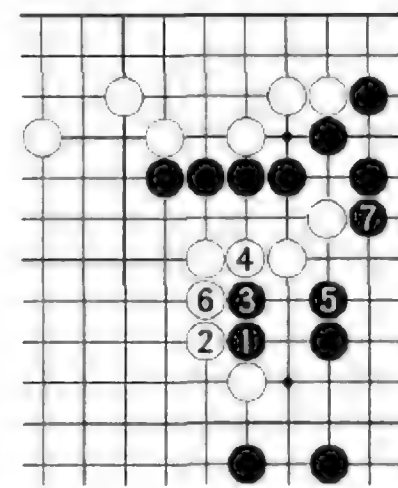
Black 33–Black 37. Black captures the four white stones.



*Dia. 1*



*Dia. 2*



*Dia. 3*



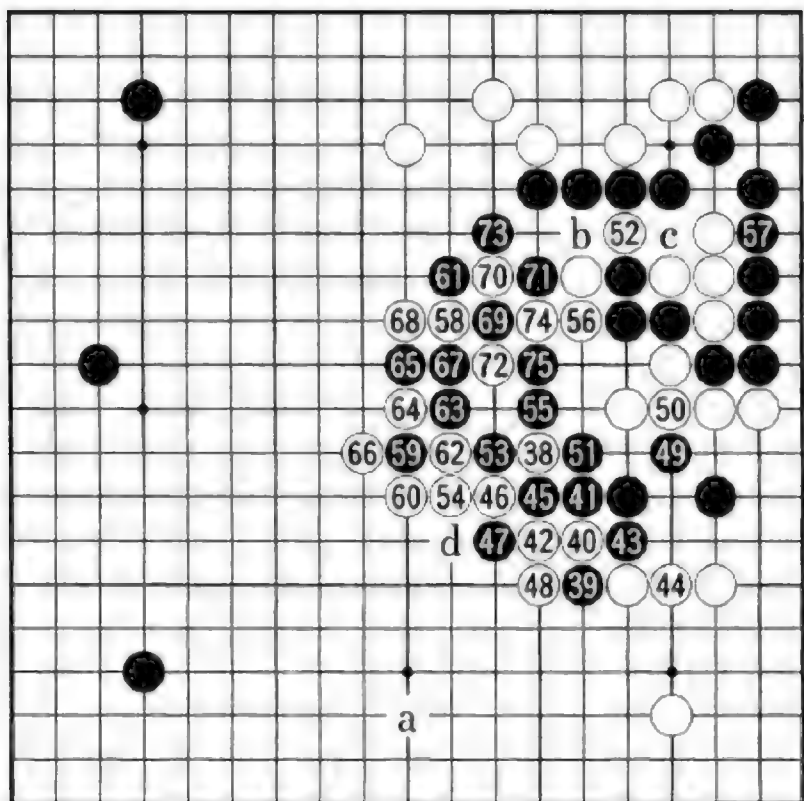
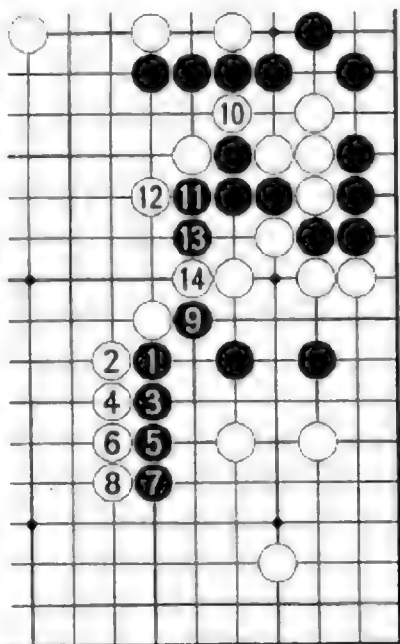


Figure 2 (38 – 75)

Figure 2 (38 – 75). Black gets into trouble.

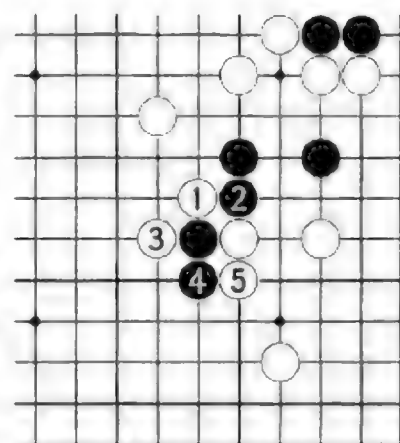
Black 39. White 38 has put a lot of pressure on the two black stones, and 39 leads to a long, difficult fight for Black. If he switches 39 to 1 in Dia. 4, White plasters him in up to 8. If Black then tries to get out with 9, White 10 to 14 block his way. Takemiya's opinion was that Black should give up his two stones and extend to 'a'.



Dia. 4

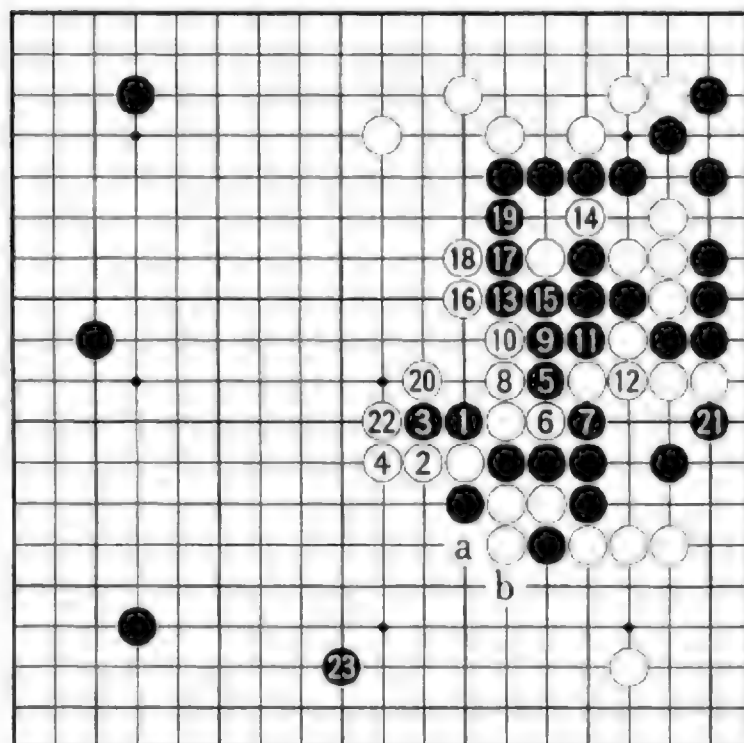
Black 41. Cutting immediately at 2 in Dia. 5 is no good.

Black 49. Though 49 stops White from linking up underneath, Otake decided that the cut at 1 in Dia. 6 was better. After White 4, which prevents the ladder after Black 'a'—White 'b'—Black 4, the sequence up to Black 19 is forced. If White then takes two stones in the center with 20 and 22 in exchange for Black 21, Black can take the large point at 23 for a reasonable result. Once White 50 has been played, however, the moves in the figure are forced.



Dia. 5

Black 53. If at 'b', Black cannot extricate

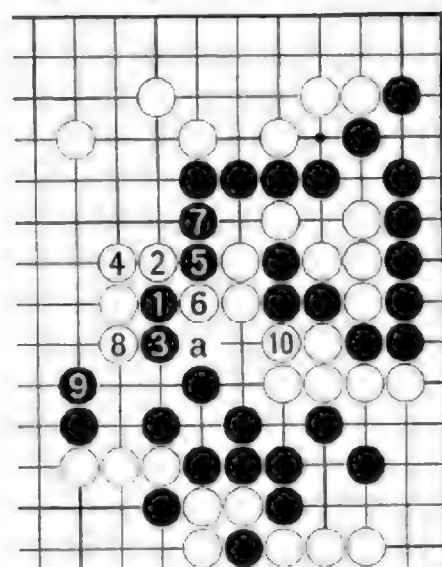


Dia. 6

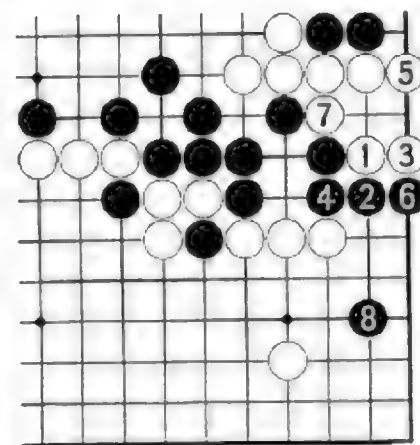
himself after White 56—Black 'c'—White 55.

White 58. Capturing three stones does not ensure life, so White escapes into the center.

White 60. Cho does not give an inch: Takemiya expected White 'd'.



Dia. 7



Dia. 8

Black 61. If Black tries to cut White off with 1 and 3 in Dia. 7, White lives in the center since 'a' is his sente. Black wants to force White to live by making an eye along the edge as, for example, in Dia. 8. After White makes his eye, Black can jump into the corner with 8.

White 62. White does not cooperate. The ko that results after the moves to 75 is inevitable.

Figure 3 (76 – 121). A hopeless cause?

Black 81. Black does not have enough ko threats to fight the ko.

White 82. Necessary to live.

White 88. Since White has already made two territorial moves with 84 and 86, Takemiya thought 'a' was better.

White 92, Black 93. Black 91 is difficult to ignore. If White switches to an invasion of the

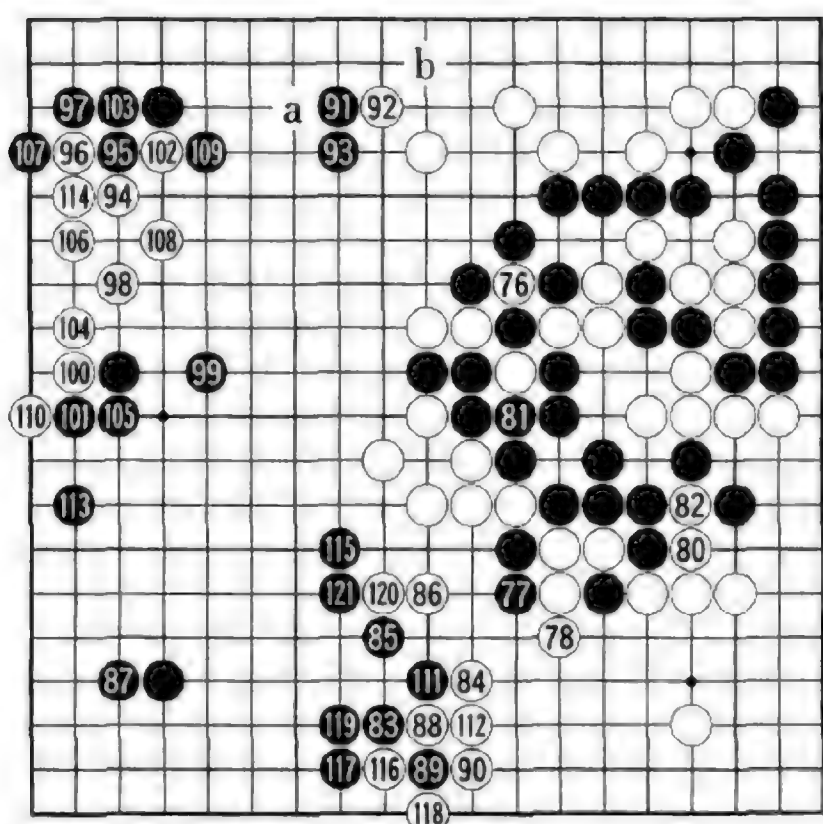
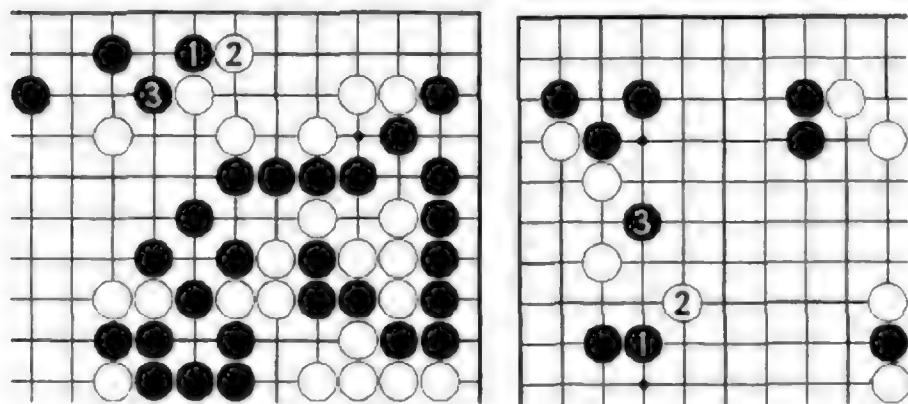


Figure 3 (76 - 121)

79: ko

left side, Black can slide in at 'b'. Black can then aim at the aji of 1 and 3 in Dia. 9, which puts the life of the white group at the top in doubt. The exchange of 92 for 93 is therefore unavoidable, but White must now be very careful not to lose his invading stones when he does invade.

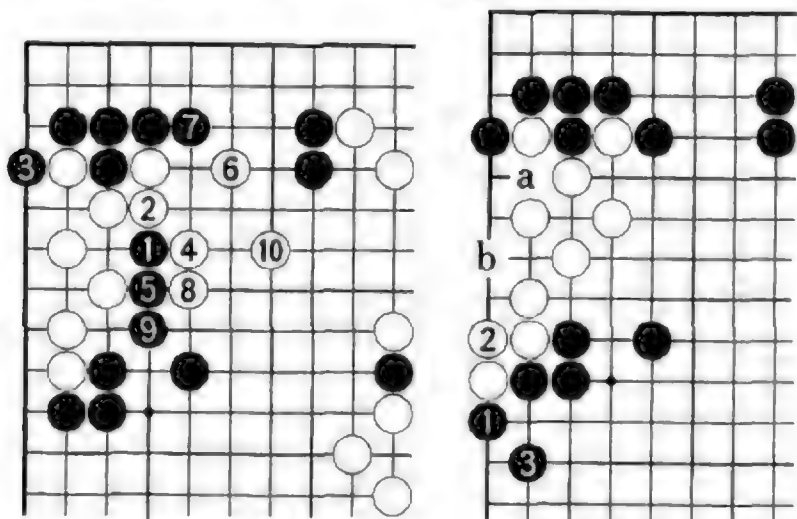


Dia. 9

Dia. 10

Black 99. Black may have missed a chance. If he had played 1 in Dia. 10, White would have to move out at 2. Black then plays 3, which makes the fight tougher for White.

Black 107. Black 1 in Dia. 11 may seem a severer attack, but in the sequence to 10, Black has let White live on too large a scale.



Dia. 11

Dia. 12

Black 113. Black must be careful: if he answers with 1 and 3 in Dia. 12, White lives in sente since 'a' and 'b' are miai for a second eye.

Black 115. Makes the game closer, but White's lead is still secure.

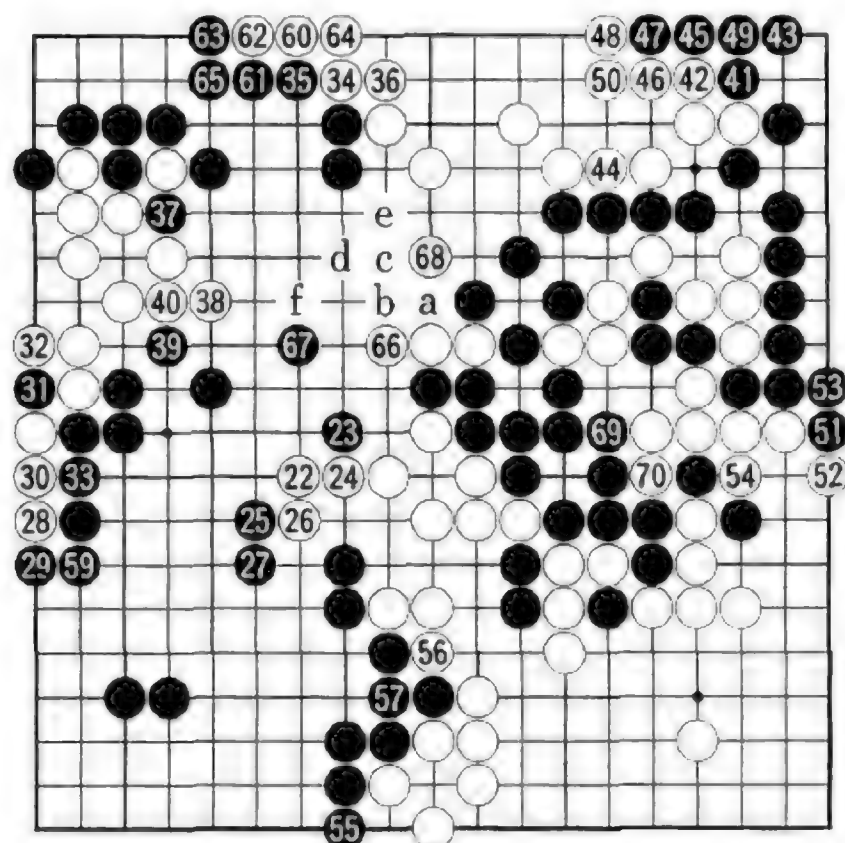
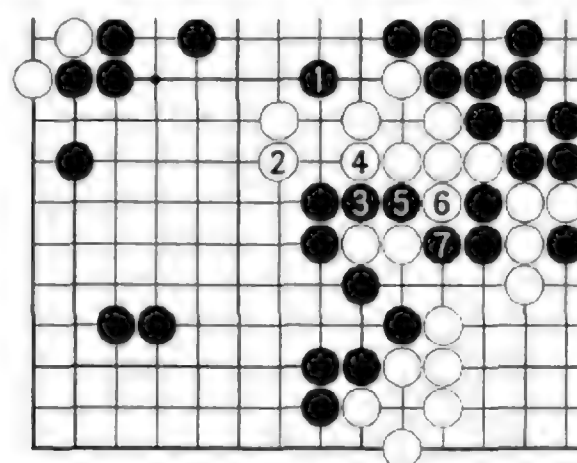


Figure 4 (122 - 170)

58: connects at 31

Figure 4 (122 - 170). *Cho becomes Judan.*

Black 23. A clever peep. White cannot answer at 2 in Dia. 13 because of Black 3.



Dia. 13

White 66. Moving out at this time is big and puts the game away for Cho.

White 68. If Black cuts at 'a', White is safe in the sequence from 'b' to 'f'.

White 70. Otake is about six points behind on the board.

*Black resigns after White 170.*

Otake has lost round one to Cho, but there are two more to come. Cho and Otake will square off again in the Gosei (Cho is the challenger) and in the Meijin (Otake is the challenger).

(Games 1 to 4 translated by David Thayer.)



# 37th Honinbo Title

This year's Honinbo title featured an unfamiliar pairing which illustrated how the power centre in the go world has shifted. For the first time in twelve years no member of the celebrated Kitani school trio – Ishida, Kato and Takemiya – that has monopolized the Honinbo title recently was appearing in the title match. That is not to say that the Kitani school is losing its dominance, however, for usurping the customary role of the trio were two junior Kitani disciples, Kobayashi Koichi (born 1952) and Cho Chikun (born 1956), who have eclipsed their seniors recently. Cho in particular is threatening to monopolize the top titles in the style of Sakata in his prime. He holds the Honinbo, Meijin and Judan titles and only just missed out on taking the Gosei title as well. Kobayashi does not hold a title, but he enjoyed marvellous form in the first half of this year, becoming only the second player to score a perfect record in the Honinbo league (the first was Cho, last year).

Kobayashi and Cho have long been keen rivals. Cho entered the Kitani school three years before Kobayashi, but the latter made shodan one year earlier (in 1967). Since then Kobayashi has kept a lead over Cho in personal encounters, with an impressive record of fifteen wins to six losses, though Cho has been more successful in big titles. Past results are never a reliable guide when it comes to a big title match, but Kobayashi looked like being Cho's toughest opponent yet.

## Game One

White: Kobayashi Koichi 9-dan

Black: Cho Chikun, Meijin, Honinbo & Judan

Komi: 5½; time: 9 hours each

Played on 26, 27 May 1982 at Hakone

Game report by Murakami Akira

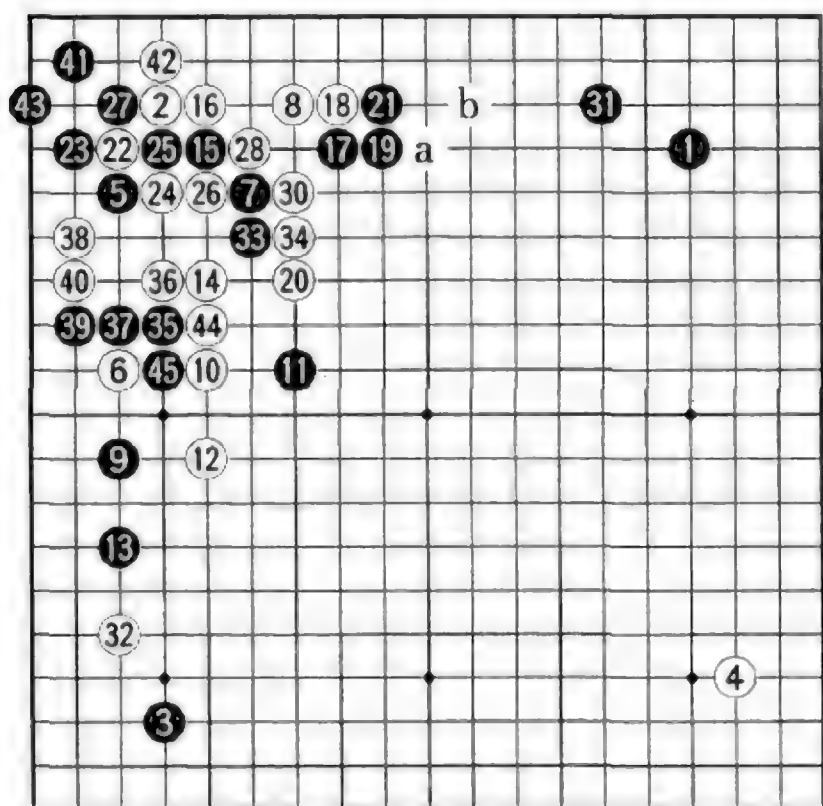


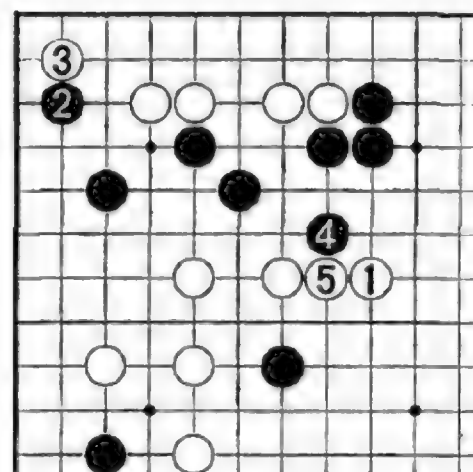
Figure 1 (1 – 45)

29: connects

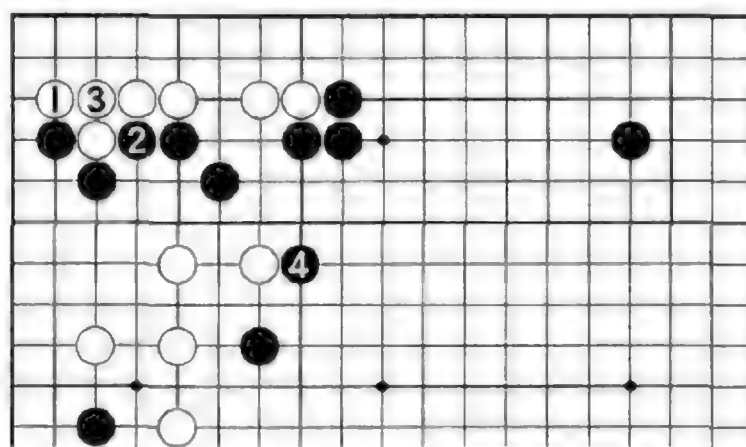
## Figure 1 (1 – 45). An aggressive start

White 20 is a major turning point. White could also crawl once more, at 21, leading to Black 'a', White 'b'. Kobayashi commented that he did not want to let Black block him off from the centre with Black 20.

White 22, 24. A questionable strategy: White



Dia. 1

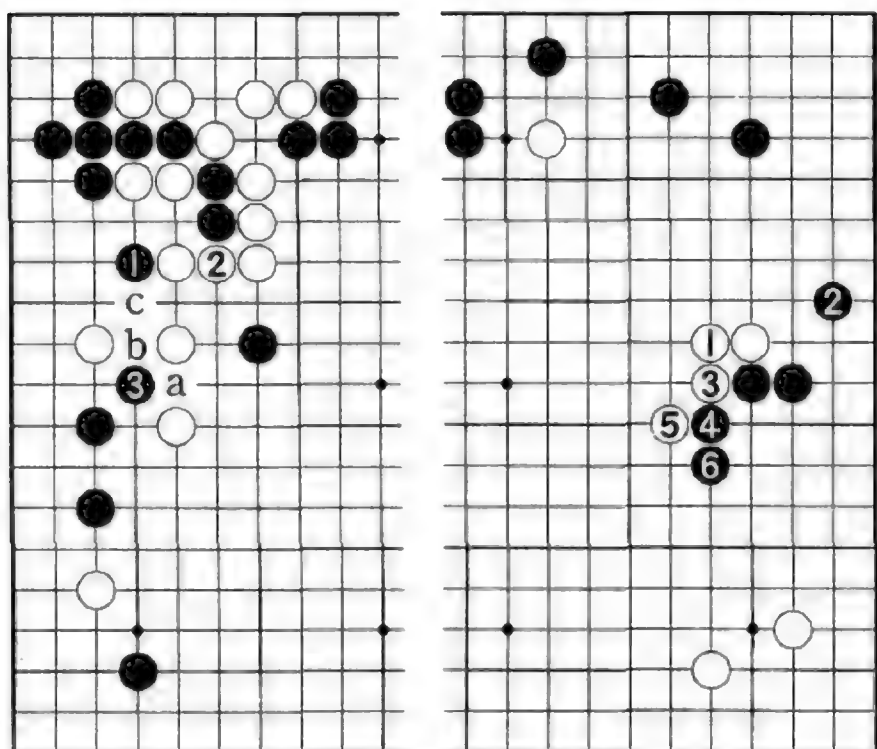


Dia. 2

builds thickness up to 30, but he gives Black too much territory. The usual idea would be to follow Dia. 1 with 22 or Dia. 2 with 24.

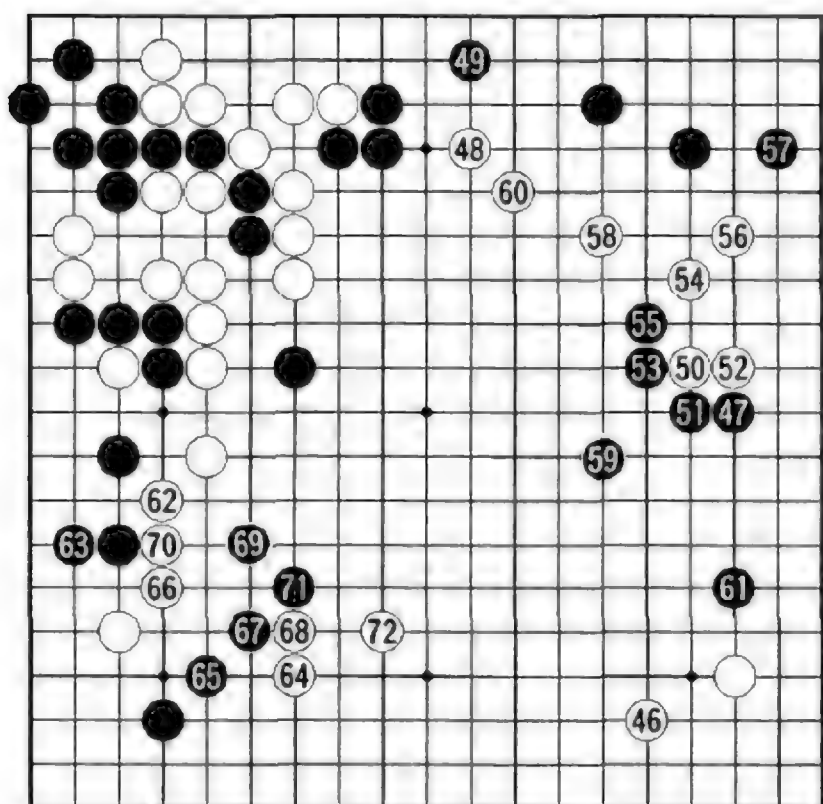
White 32. This invasion relies on the backing of White's thickness above.

Black 35 misses the vital point, while White's counters with 36 and 38 are right on it. Black should play 35 at 1 in Dia. 3. If White defends with 2, Black has an excellent peep at 3; if next White 'a', Black plays 'b' and gets a large side territory, but if White defends at 'b' instead, Black builds nice thickness by poking through at 'a'. Either result would be better for Black



*Dia. 3*

*Dia. 4*



*Figure 2 (46 - 72)*

than the sequence to 43 in the game, in which he gets a small life in gote in the corner.

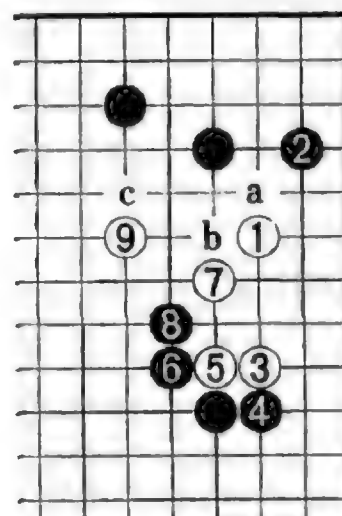
#### **Figure 2 (46 - 72). Adverse criticism**

White 46. Takagawa, the referee, thought that White should extend to 51 in order to make use of his thickness on the left. Kobayashi's defence: 'Naturally I considered this move, but White did not have any definite territory yet, which made me feel a bit nervous. I wanted to secure at least one corner.'

White 52 also met with criticism. It looks like bad style, as it gives Black the ideal 'hane at the head of two stones' with 53. The result to 59 seems unsatisfactory for White, since Black's centre stones nullify the influence of White's



*A moment of reflection for Kobayashi Koichi as he waits for his opponent before the start of his first two-day game.*



*Dia. 5*

thickness to the left. The ordinary move for 52 would be 1 in Dia. 4, but Kobayashi felt that his prospects from his centre thickness would not have been good enough.

Haruyama 8-dan gave the tewari analysis shown in Dia. 5. The result in the figure is equivalent to the sequence here. White 3 and 5 are moves for which an amateur would be scolded. However, Kobayashi defended his play: 'The 1-2 exchange looks bad for Black. Instead, he should play 'a', White 'b', Black 'c'.' For this reason, he felt that the result was acceptable for White.

White 66. The sealed move.

After White 72, Black plays a move which changes the complexion of the game. At this point Black can choose between peace and war and he chooses the latter.



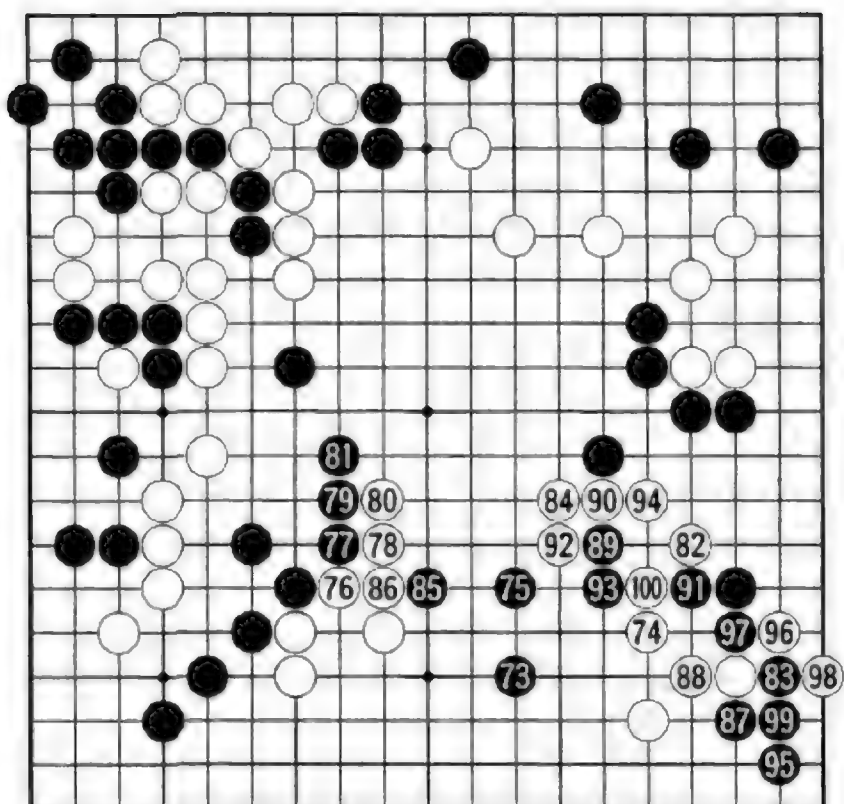
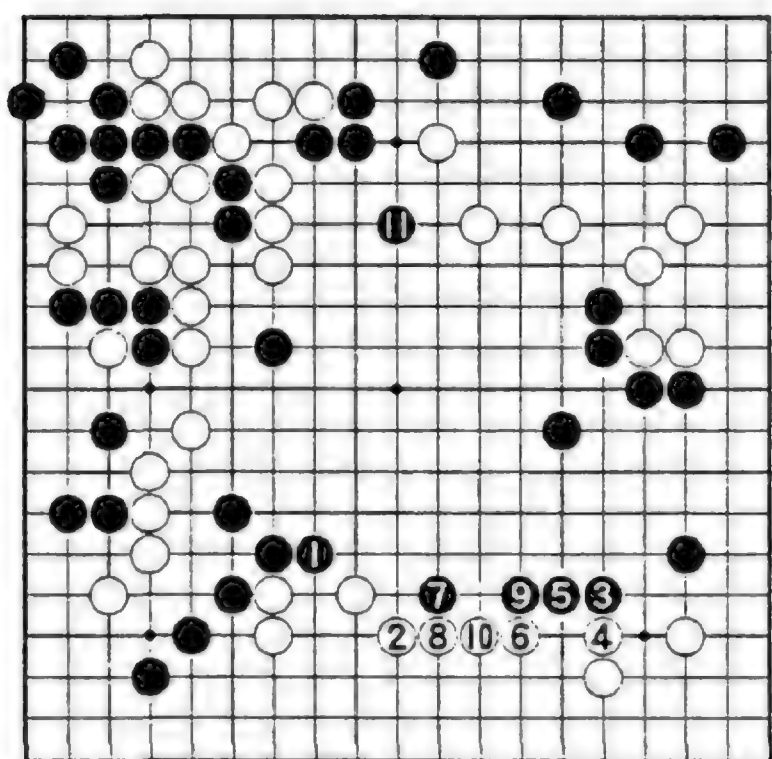


Figure 3 (73 - 100)



Dia. 6

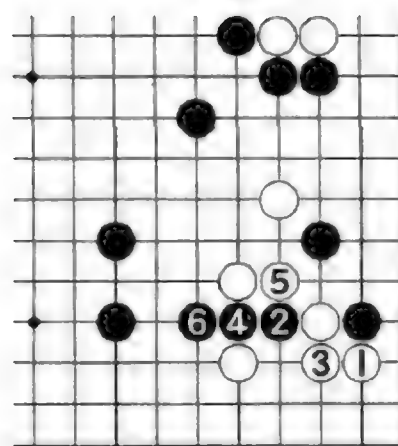
Figure 3 (73 - 100). *Cho slips up.*

Black 73 starts a fierce fight in which Black comes under severe pressure. Considering that 76 to 80 are sente, the invasion may have been too deep. Ishida Yoshio goes so far as to call it the losing move. He advocated the peaceful sequence in Dia. 6.

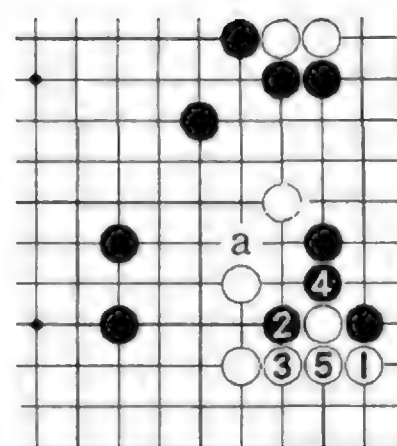
Dia. 6. Black 1 and 3 are both sente. Black holds the bottom area in check up to 9, then attacks at 11. This would give an even game.

Black 83 is a sharp move. If White answers at 1 in Dia. 7, Black will attach at 2. If next White 3, Black gets an excellent result with 4 and 6. If instead 3 in Dia. 8, Black forces with 4, aiming next at 'a'. Since he has no good answer, White tenukies and counterattacks with 84.

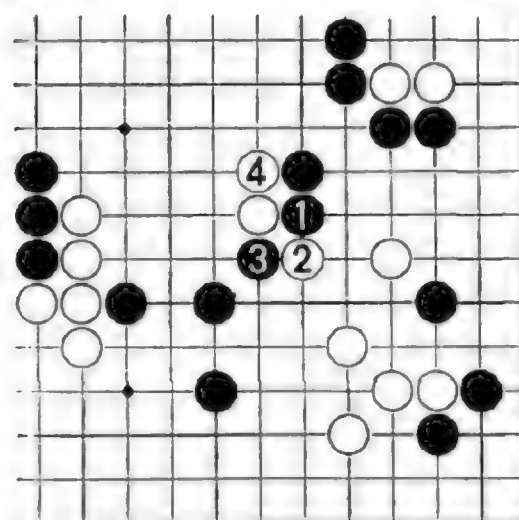
Black 89. Kobayashi: 'I was taken by surprise by this move, but I think that Cho didn't foresee



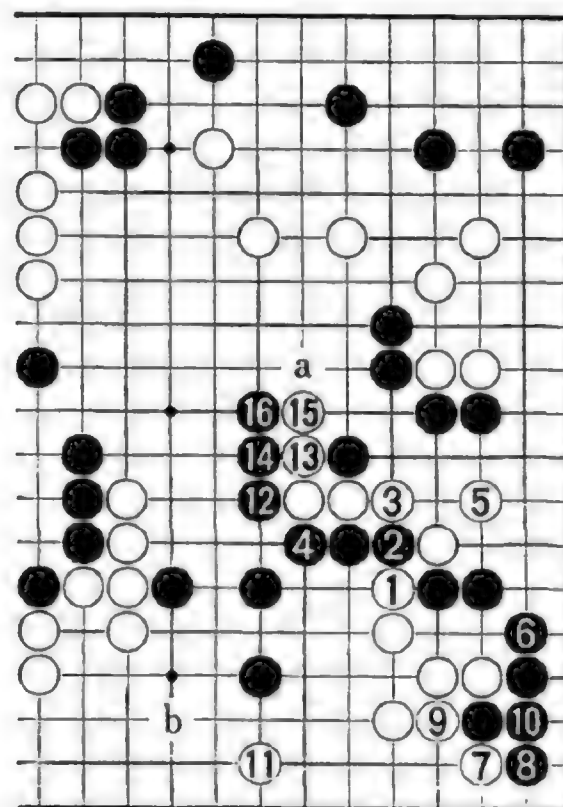
Dia. 7



Dia. 8



Dia. 9



Dia. 10

my moves at 92 and 94 either.' Instead of 89, Kobayashi expected Black to push down with 1 in Dia. 9. A difficult, unpredictable fight would follow after 4. For White 92, the usual idea would be to follow Dia. 10. The continuation would be worrying for White. If he plays 'a' after Black 16, Black 'b' would threaten the white groups on both sides.

Black 95. The losing move. Cho played here because of a preconception that it was the correct shape move in the corner, but in this game it was wrong. The reason becomes apparent after the forced sequence to 12 in the next figure.

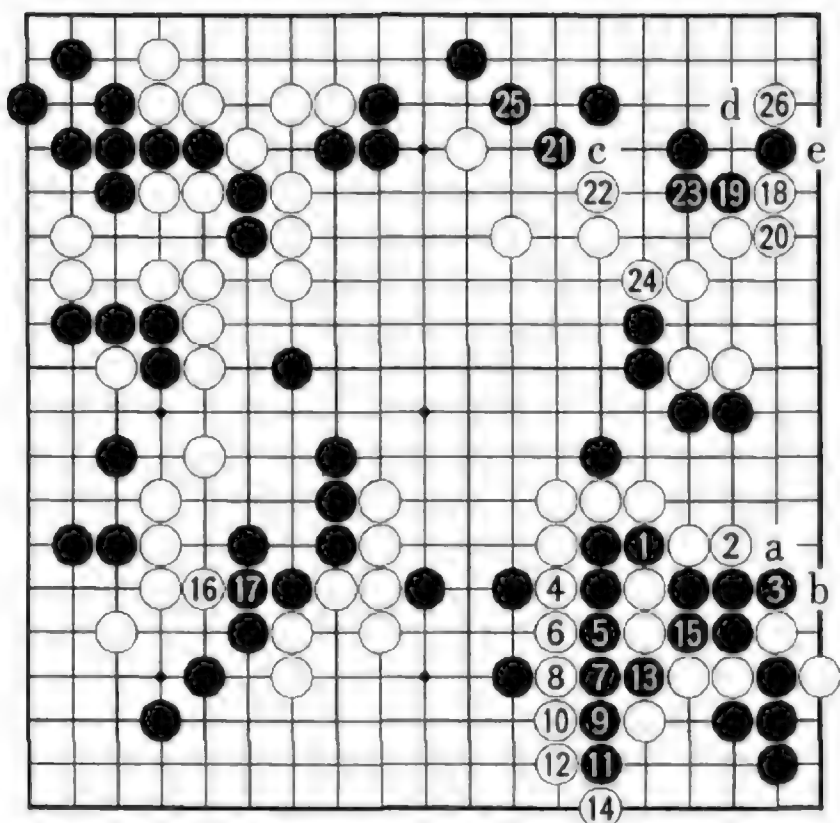
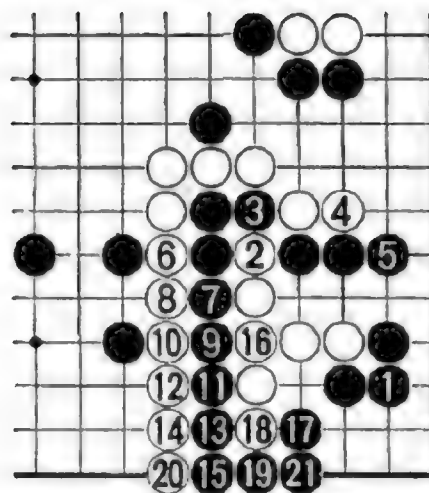


Figure 4 (101 - 126)

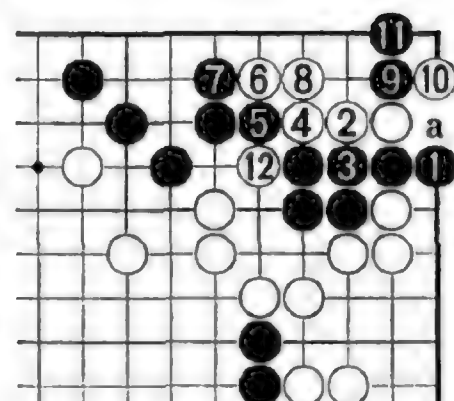
**Figure 4 (101 - 126). An early resignation**

When White plays 12, Black captures at 13 to prevent White from playing 'a' (which would threaten a ko with White 'b', thanks to 98 in Figure 3). However, that lets White play 14 in sente, causing Black a loss of four points.

*Dia. 11.* If Black had connected at 1 (for 95 in Figure 3), then after the same sequence as in the game he would be able to descend at 15.



*Dia. 11*



*Dia. 12*

The result in the lower right was a success for Kobayashi. His setback there must have been a shock to Cho; before he regained his composure he made another slip in the top right corner.

Black 25 (should be at 'c') makes White 26 possible. If Black answers at 1 in Dia. 12, White plays 2 etc. If Black plays 11, White cuts at 12 and wins the semeai; if 11 at 'a', White plays a ko with 11.

Actually the game would still have been fairly close if Cho had compromised by playing Black 'd' - White 'e', but this second oversight destroyed his fighting spirit.

*Black resigns after White 126.*

(*'Kido'*, July 1982)



*Kobayashi Koichi makes an excellent start to the Honinbo series. At this point he must be feeling quite optimistic about his chances of taking the title. Watching are Murakami Akira (farthest left) and Takagawa, Honorary Honinbo (second from right).*



## Game Two

White: Cho Chikun

Black: Kobayashi Koichi

Date: 3, 4 June 1982. Played in Tsukushino City in Fukuoka Prefecture, Kyushu.

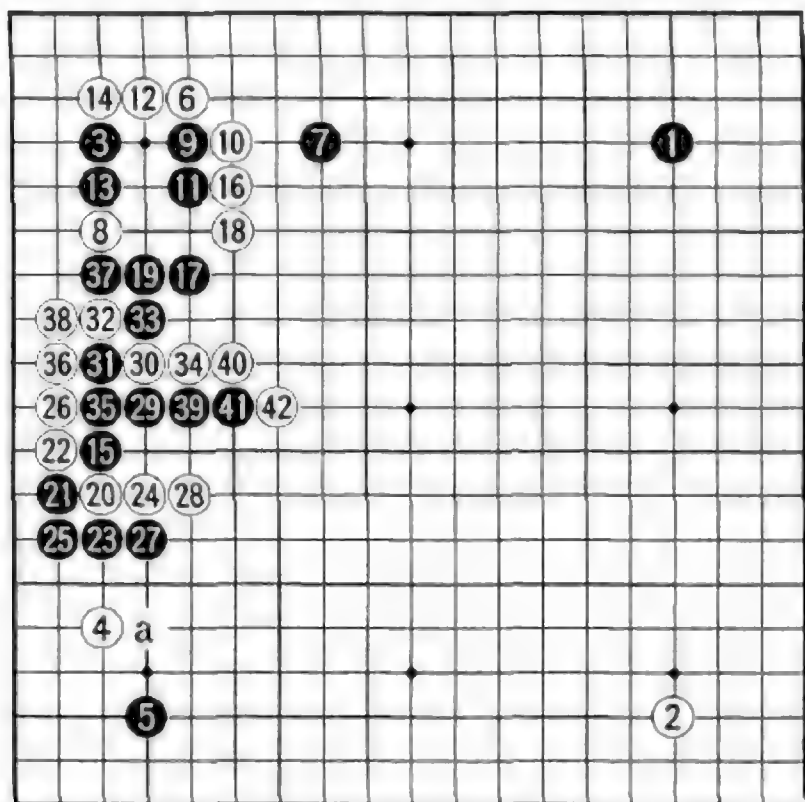


Figure 1 (1 - 42)

### Figure 1 (1 - 42). Mistakes by both

Black 15. Black usually plays at 16, but then 15 would be an excellent point for White.

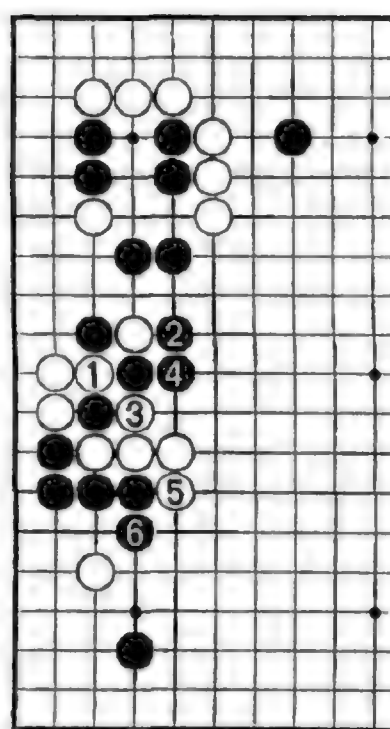
White 20 is an attempt to make Black overconcentrated on the side. However, White's continuation at 22 is a bit unreasonable, as he cannot get a ladder with 26 at 35. Making a hane to the right of 15 with 22 would probably have been better.

White 30. If at 35, Black will answer at 39, then switch to 'a'. Since White only gets a false eye by capturing 15, this group will be a burden on him.

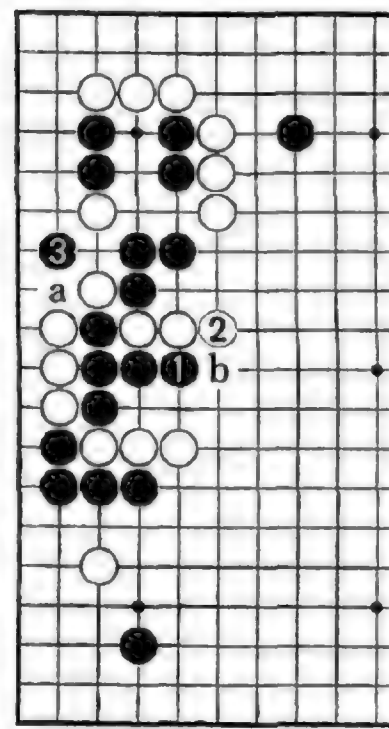
White 32. White 35 would still be bad. The fight in Dia. 1 would be difficult for White.

Black 37. Kobayashi missed a good move which was discovered by an amateur player at a public commentary given by Abe 8-dan. Instead of 37, Black should push up at 1 in Dia. 2, then make the placement at 3. If next White 'a', Black pushes up at 'b' and is ahead in the semeai on the side; if instead White 'b', Black plays 'a', and White's squeeze is much inferior to the one in the figure.

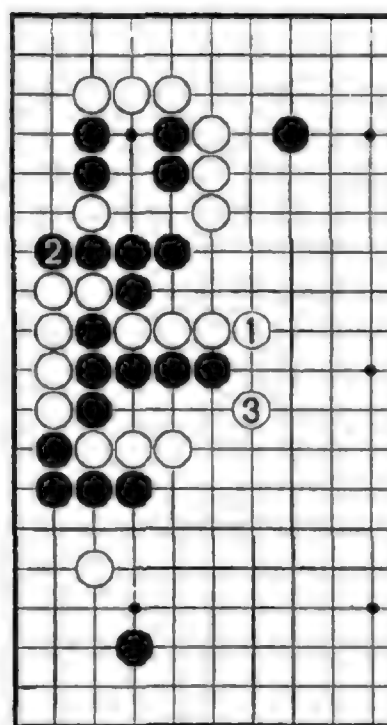
White 42. Now it is White's turn to make a mistake. White 1 in Dia. 3 works better. If Black 2, White squeezes in sente with 3, so he can play first at the top. If Black plays 2 in Dia. 4, White



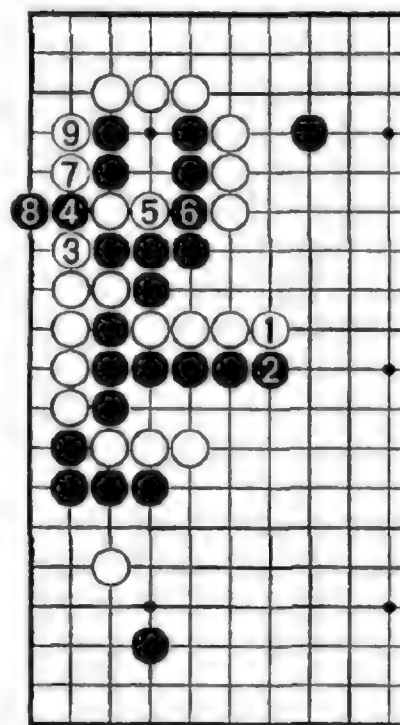
Dia. 1



Dia. 2



Dia. 3



Dia. 4

wins the semeai on the side with 3 etc.

### Figure 2 (43 - 75). Black is satisfied.

Black 47 is correct. Trying to lead a second group out with Black 48 would be too dangerous.

White 62 is the sealed move. A reinforcement at the bottom is essential, so Black gets sente to play first at the top. That means he can be satisfied with his result in the fighting on the left side. Incidentally, playing 62 one line lower (at 71) would be more usual, but 64 shows that Cho has decided to play for influence. This switch from his usual tight, territory-oriented style shows that he must feel that he is behind.

Black 65 - 73. This result is just what Black wants - at this stage he probably feels confident of winning - but Kajiwara 9-dan made an astute suggestion. He advocated playing 65 at 'a'; White would be almost certain to extend to 'b' or 'c', after which Black could make his invasion at

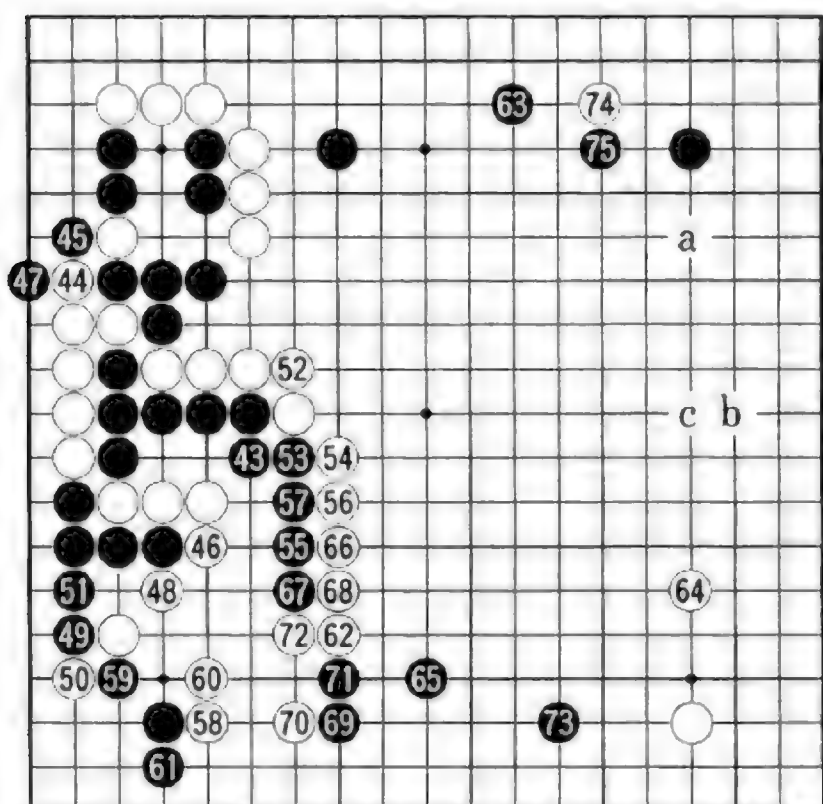


Figure 2 (43 - 75)

65. Black 'a' would strengthen the corner and also counteract White's centre thickness.

**Figure 3 (76 - 114). A resolute invasion**

Black 83. There was another interesting suggestion from Kajiwara. He proposed playing more aggressively, with 1 in Dia. 5. If 2 to 6 follow, White cannot cut at 'b': Black 'a' is sente, so Black gets a geta with Black 'c', White 'd', Black 'e'. This means that Black can switch to 7, developing more rapidly than in the figure. Note that Black keeps that atari at 'f' in reserve; if White 'f', Black 'g' is good.

In any case, for 83 the simple sagari at 85 is better: after White 83, Black could extend down the right side. Black 86 would be sente, so Black would not be afraid of the fight if White cut to the left of 77. White 86 weakens Black at the top, so, taking into consideration White's thickness to the left, he feels compelled to defend at 87. That gives White the chance to play 88, which makes the game close.

White 90, 92. White is going all out for territory, but these forcing moves are dubious. Since they strengthen Black's bottom group, they make it easier for him to invade the corner. If Black gets away with his invasion at 95, he will take the lead again. If he simply answered 94 as in Dia. 6, White would be able to solidify all his corner territory, giving him an edge.

Black 111. On the brink of success, Black throws away the game. Since White 112 is sente, there is no point in answering 110 directly.

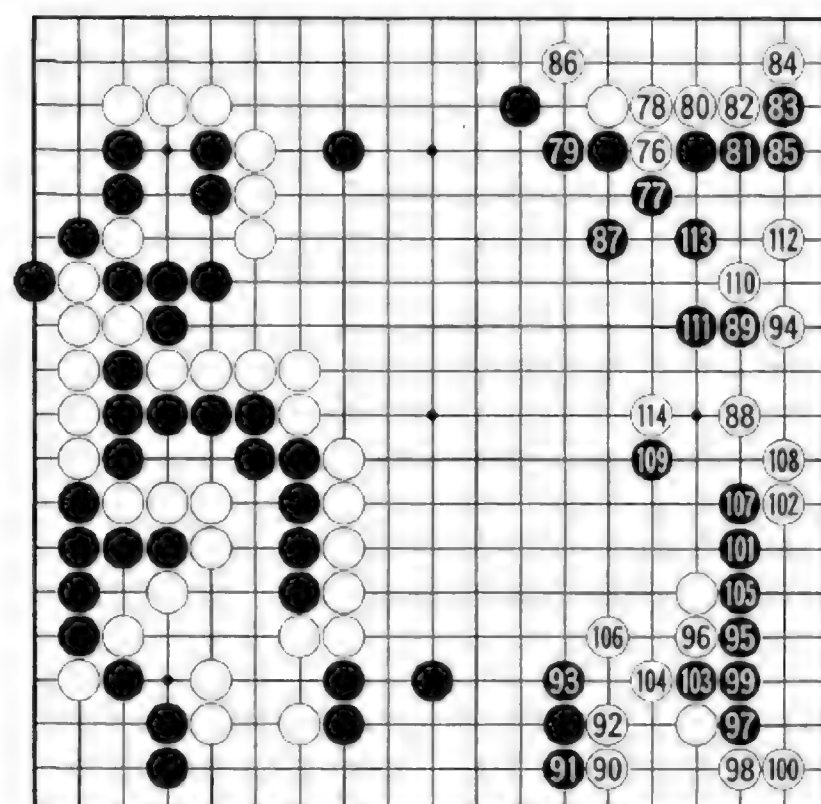
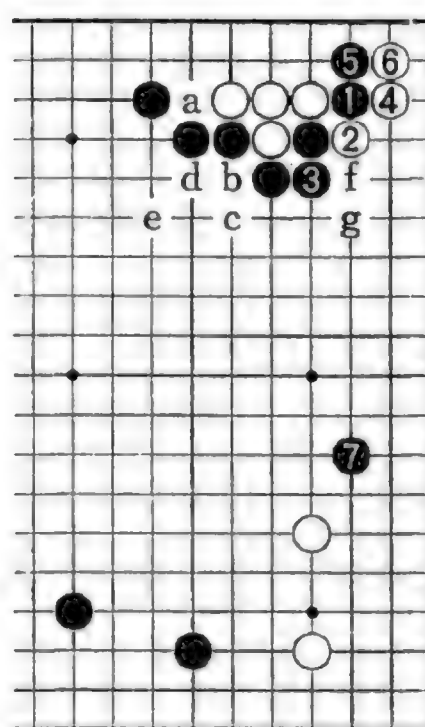
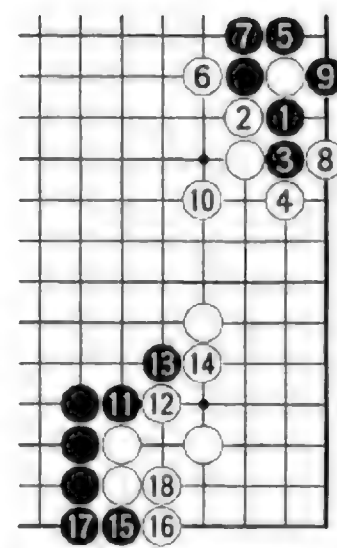


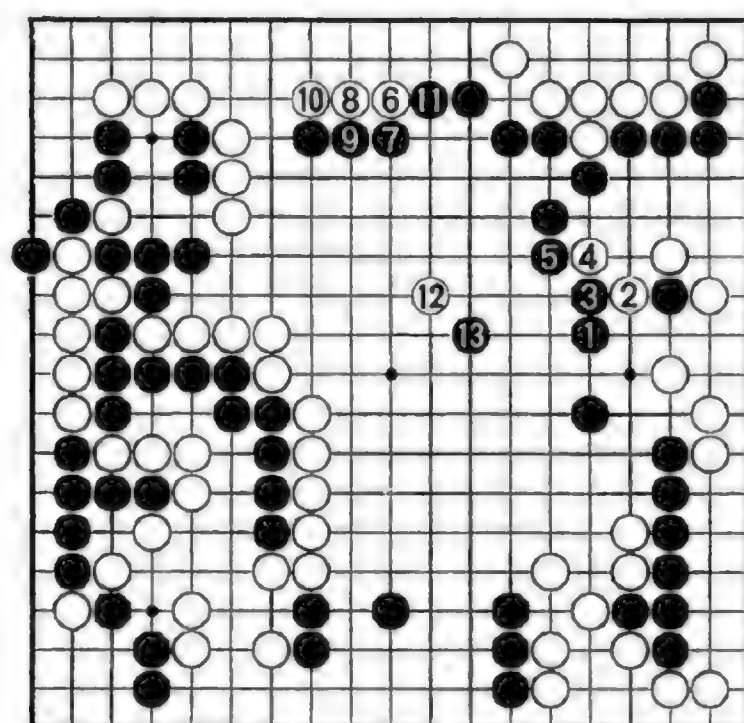
Figure 3 (76 - 114)



Dia. 5



Dia. 6



Dia. 7

Instead Black should link up his groups with 1 to 5 in Dia. 7. That would give Black a chance of winning. Kajiwara gives the continuation to 13,



with the comment that the game would be decided in the centre.

White splits Black into two with 114 and seizes the initiative. From this point the game runs downhill for Black.

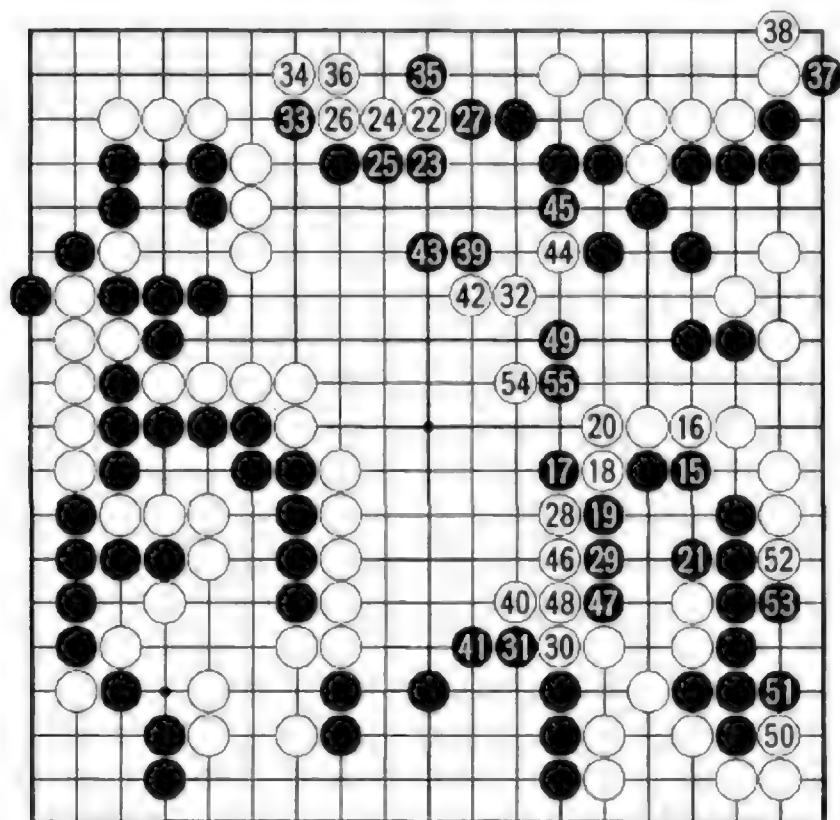


Figure 4 (115 – 155)

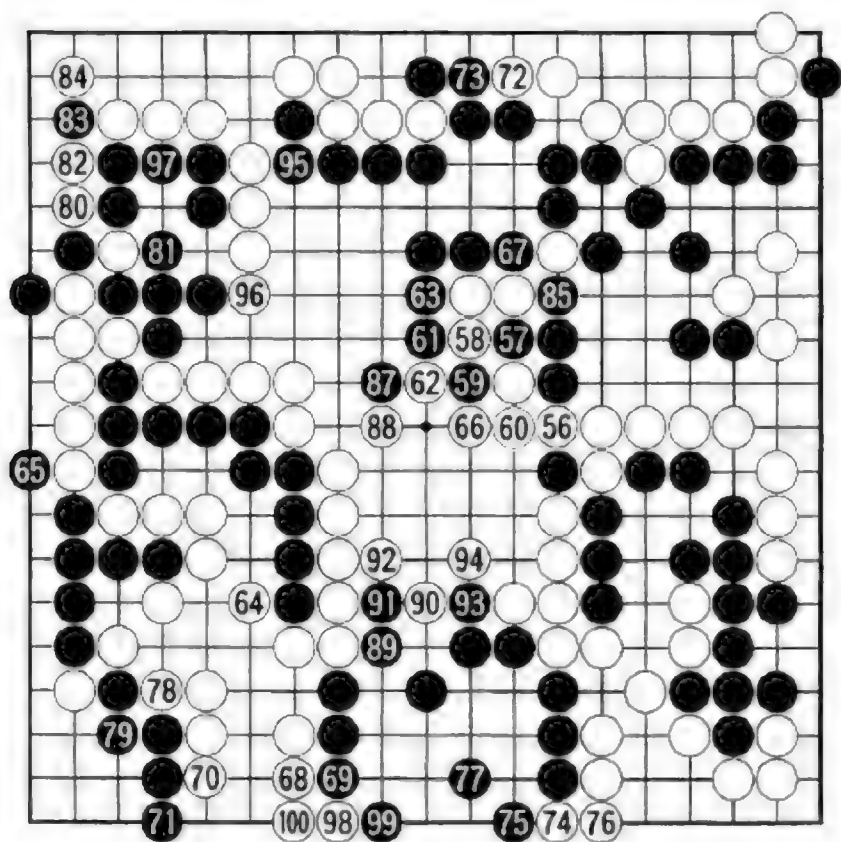


Figure 5 (156 – 200)

86: connects

### Figures 4, 5, 6

Black is unable to regain the initiative after his groups are split. Slowly but surely White grinds him down, using his attack on the weak black groups to secure a surprising amount of territory in the centre.

In this game Kobayashi seems to have been undone by his own self-confidence. After his satis-

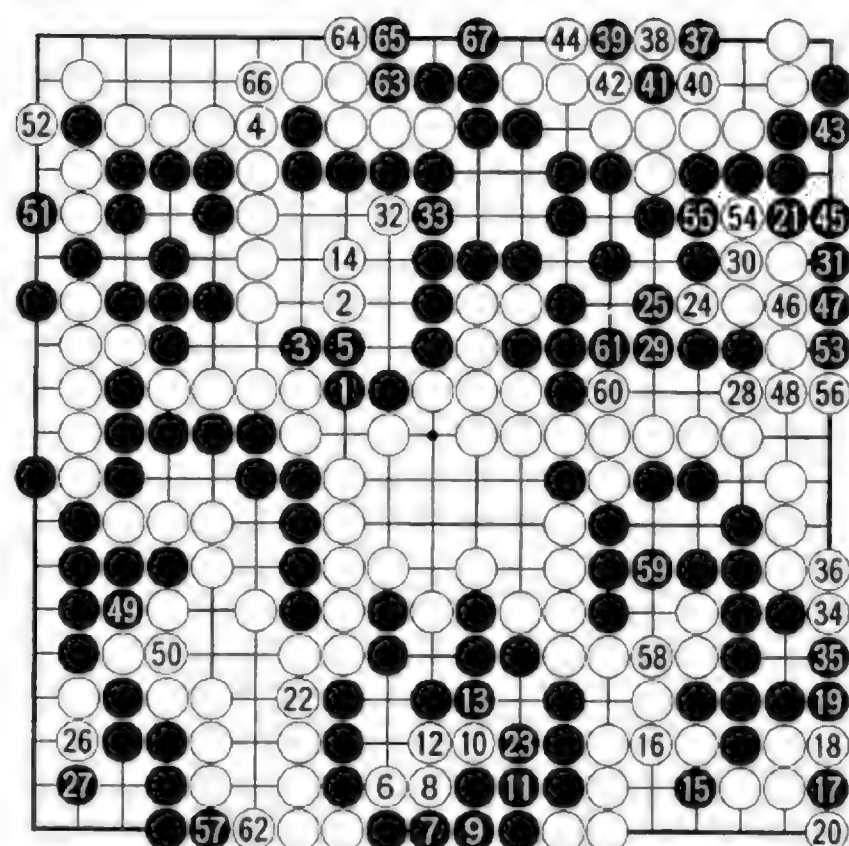


Figure 6 (201 – 267)

factory result in the fight on the left side, he slackened off a bit and let down his guard. Even so, he would still have had even chances of winning but for his costly error with 111 in Figure 3. What Kobayashi regretted most after the game was his failure to make proper use of his time. He spent no time at all on 111, though he still had three hours left, and it was only later that he realized how crucial it was. Perhaps this inept use of his time can be attributed to his lack of experience in two-day games.

Cho Chikun, incidentally, went into byo-yomi around 112, but that did not affect his play thereafter. Cho uses most of his time on the early middle game because he is supremely confident in his ability to play correctly in byo-yomi.

*White wins by 3½ points.*

### Game Three

White: Kobayashi Koichi

Black: Cho Chikun

Date: 16, 17 June 1982. Played at Futamiura in Mie prefecture.

*Commentary by Kudo Norio 9-dan*

### Figure 1 (1 – 35). Resisting the peep

White 18. Cho had expected White 'a', Black 'b' White 'c'. He defended against this threat with the peep at 19 instead of the usual kosumi at 'd'.

Black 21. Cho: 'I should have played at 1 in Dia. 1. If White 2, then Black 3 to 5 follow.' The focus of the game would then be whether Black is able to turn the bottom left into territory.

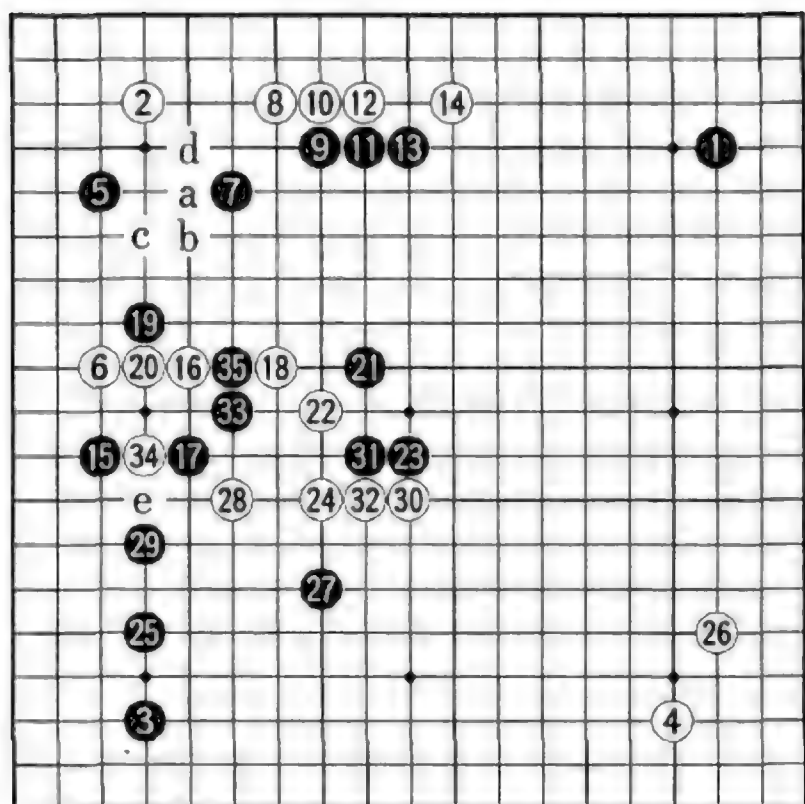
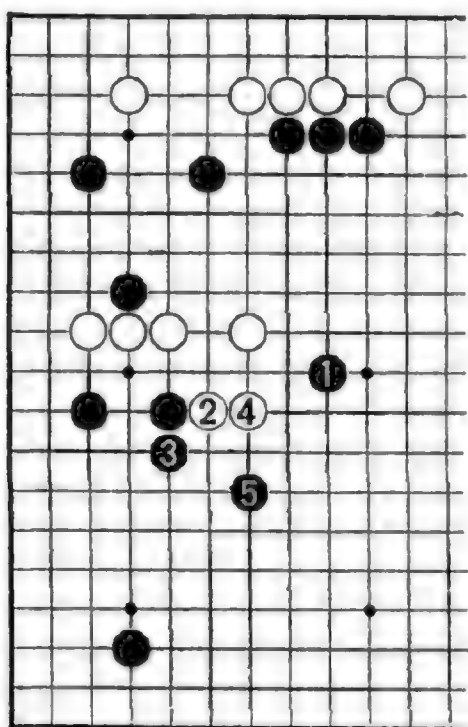


Figure 1 (1 - 35)



Dia. 1

However, Black 21 is a standard move and cannot be criticized.

White 26. Leaving the group on the left is a sign of Kobayashi's self-confidence.

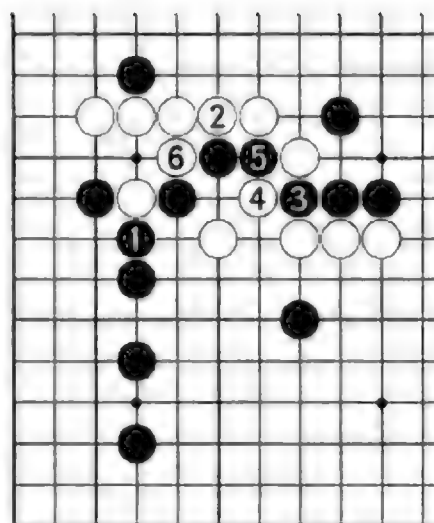
Black 33 looks severe, but White has a counter with 34. If Black answers at 'e', Dia. 2 demonstrates that he cannot cut. If instead Black plays 1 and 3 in Dia. 3, White lives easily with 4.

#### Figure 2 (36 - 100). Focus on the centre

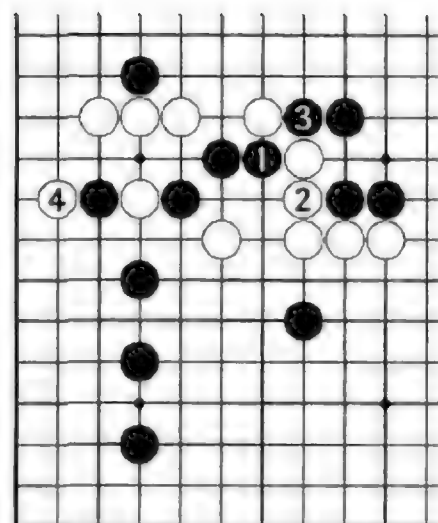
The continuation to 40 is natural, but 41 is perhaps dubious, as it and 27 are too close to White's wall. The usual idea would be to push through at 42; Cho did not want to permit White 'a', but answering that at 'b' seems good enough for Black. White makes nice thickness with 42 and 44.

Black 47. The sealed move.

White reinforces his centre position by attack-



Dia. 2



Dia. 3

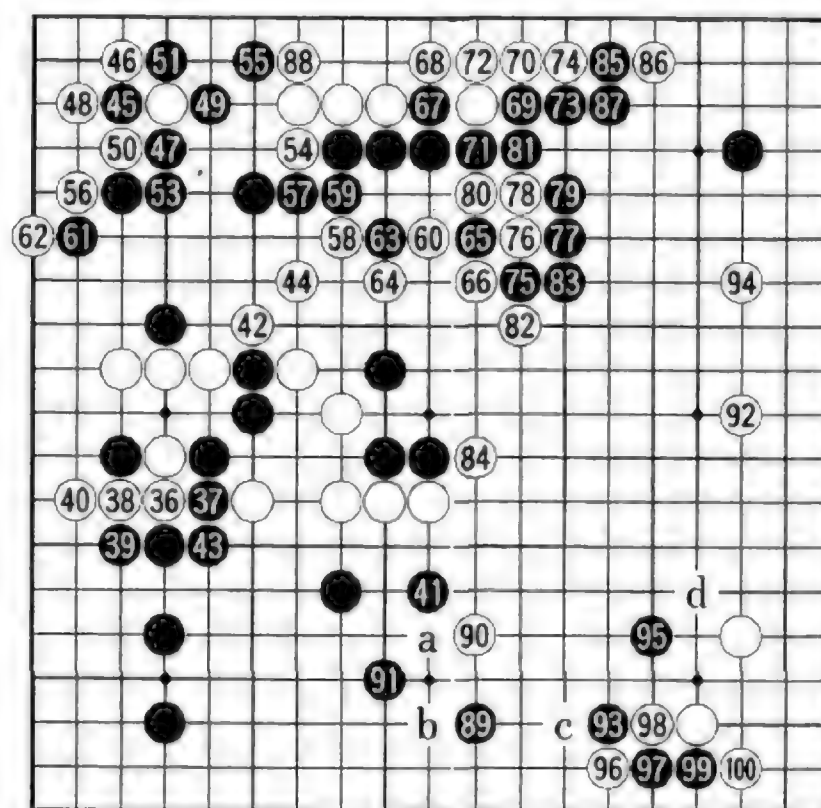


Figure 2 (36 - 100)

52: connects

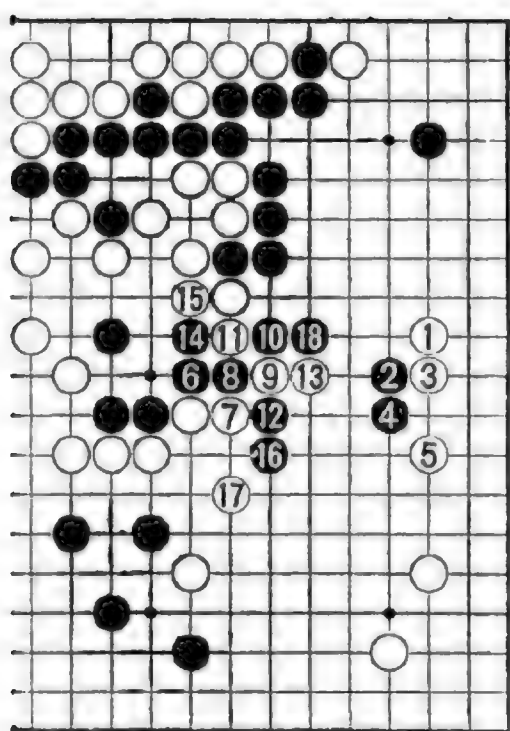
ing with 58 and 60. Black in turn makes a bit of a dent in the centre by playing the clamp tesuji of 65. He makes effective use of his forcing moves against the white group at the top.

White 84 is a big move. Kobayashi was probably satisfied with his position.

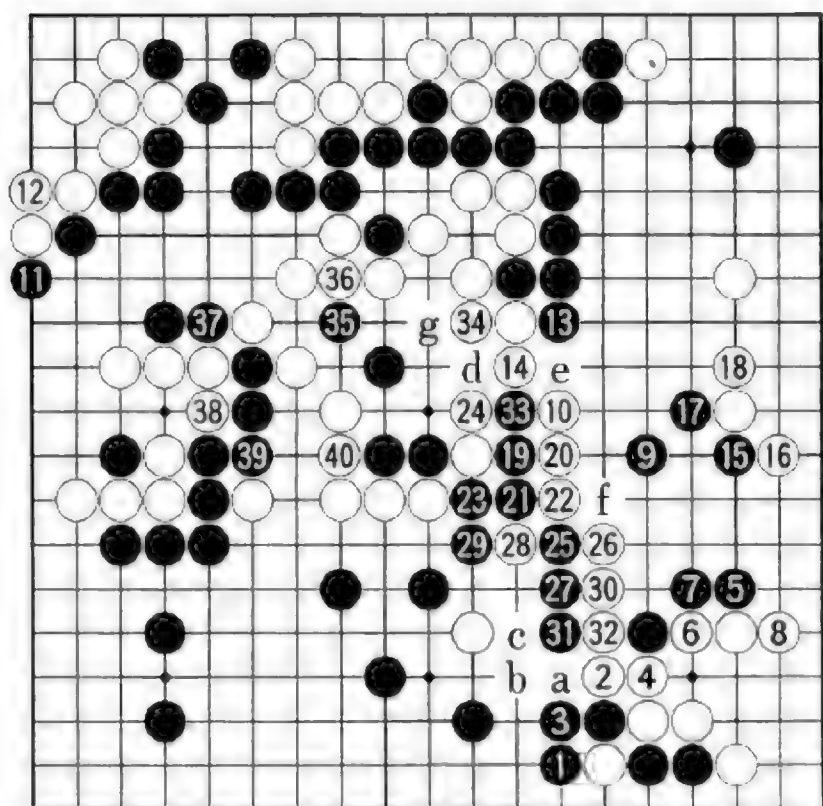
Black 89 and White 92 are miai. White 90 could also be played at 'c', aiming at invading later, but Black would probably tenuki and extend down the right side. White figures that the light reducing move at 90 is enough. Note that White 92 is about the limit for extending up the side. If, for example, White goes as far as 1 in Dia. 4 (next page), Black counters with 2 and 4, then pulls out his centre stones with 6 etc.

White 96. If at 'd', Black will promptly attach at 99. Black can't let White take sente here, so he counters with 97.





*Dia. 4*



*Figure 3 (101 - 140)*

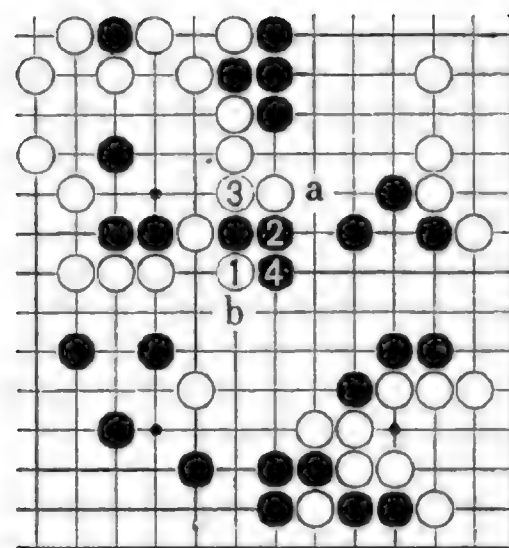
**Figure 3 (101 - 140). Cho fails to follow through.**

Black 5. Black stakes the game on this invasion.

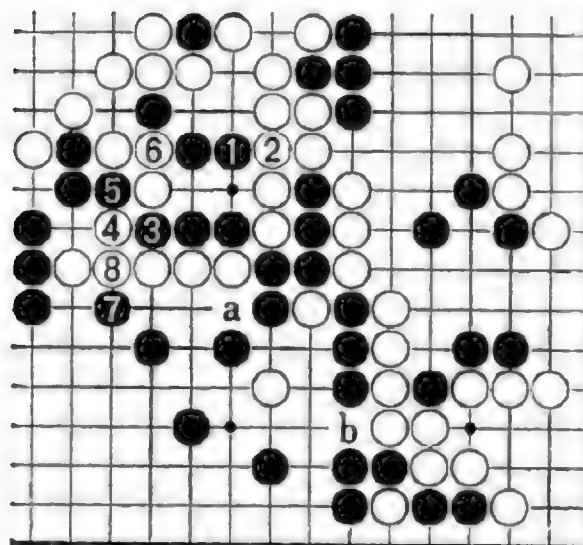
White 8 is solid. Kobayashi: 'I remembered a game in which Shuwa played this sagari.' (His opponent was Shuho. The corner position was the same as in this game, though the side position was different.)

Black 15 and 17 create a flexible shape. Black follows this up by striking a formidable blow at 19.

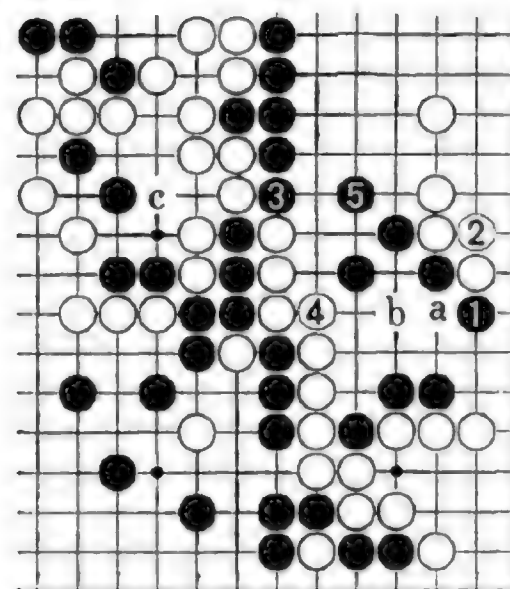
White 20. White 24 is safest but much too passive. White 1 in Dia. 5 would not be very good either. Black 4 makes miai of 'a' and 'b', either of which would make excellent shape for Black. White chooses the most aggressive counter, pressing down with 20 etc. in order to cut off the



*Dia. 5*



*Dia. 6*



*Dia. 7*

black group on the side. With 25 etc. Black attempts to swallow up the white stone to the left.

Black 33 is another tough move. Black has to defend against White 'a' (he can't play 'b' because of White 'c'), but first he wants to exploit White's bad aji in the centre to look after his group on the right.

White 34. If at 'd', Black cuts at 'e', forcing White 'f', then peeps at 'g'. That would spell bad trouble for White.

Black 35 continues to exploit the aji of the captured stones. See Dia. 6.

*Dia. 6.* Black can cut with 3 and 5. After 8, White is two moves ahead in the semeai, but in the first place forcing White to remove the black

stones from the board (sedomori) takes considerable endgame profit, and secondly White 'b' will no longer work if Black can play 'a'. Moreover, Black might be able to play all the moves in this diagram as ko threats.

Taking the various factors involved in Dia. 6 into consideration, it seems that the game is beginning to look promising for Black, but he spoils it all with his next move. (As usual, Cho was in time trouble — he went into byo-yomi on move 133).

Black 37 is the losing move: it wastes the brilliant tesujis of 19 and 33. White lives in sente with 38, then eliminates all the bad aji in the centre with 40. Instead of 37 —

*Dia. 7.* This is a perfect opportunity to block at 1. If White 'a', Black plays a ko with 'b' and has plenty of ko threats in the centre (starting with 'c'), so White will connect at 2. Black can then link up with 3 and 5; next, squeezing in the centre and attacking the white group on the right side are miai. This result would give a close game.

#### Figure 4 (141 – 200). A solid lead for White

Black 47. If at 72, White gives atari at 'a' and wins the semeai (Black cannot get two eyes).

White 62 ensures connection and so eliminates the threat of a seki arising from Black 'b'.

Black 63 plugs up the hole in Black's wall, but White's sente kosumi at 64 and the contact play at 66 guarantee victory.

Black 75. Better than 95, which would pro-

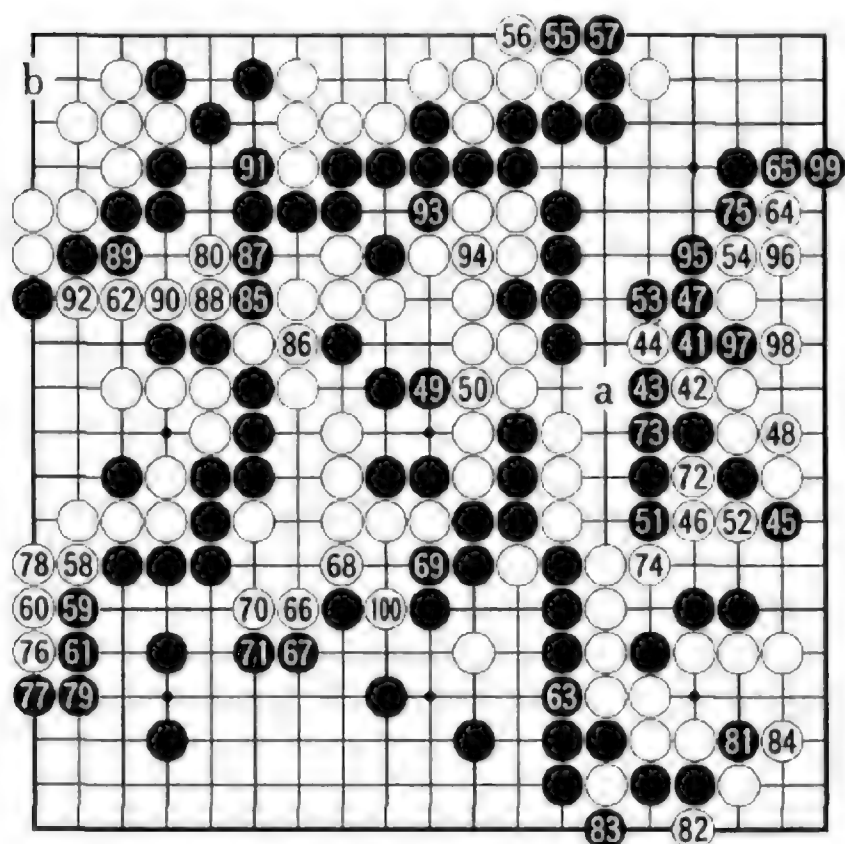


Figure 4 (141 – 200)

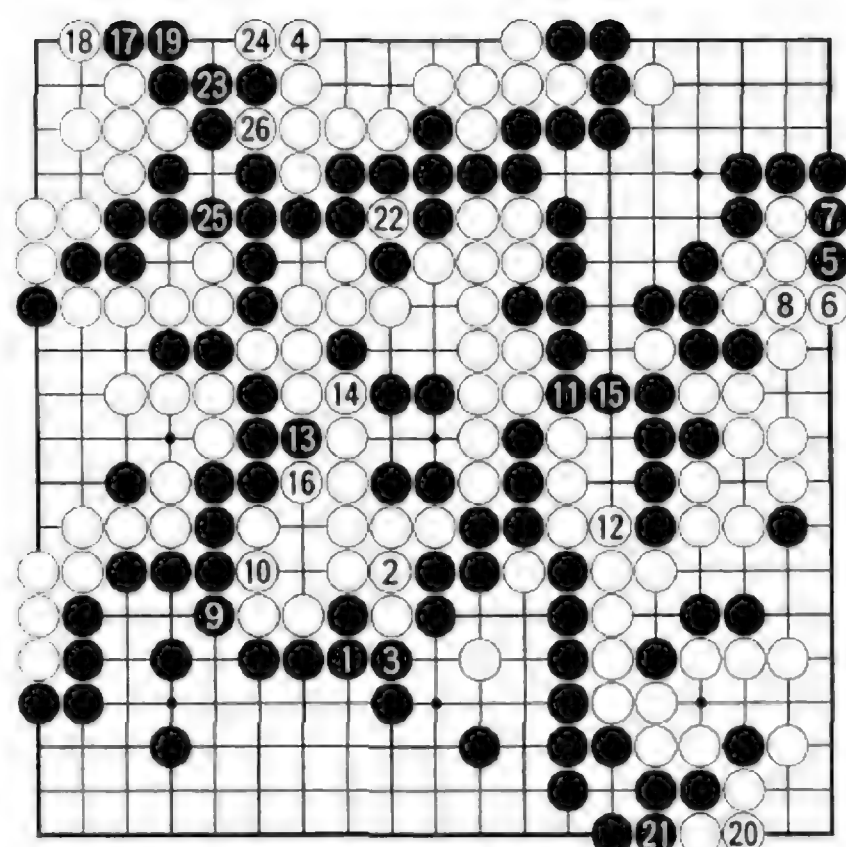


Figure 5 (201 – 227)

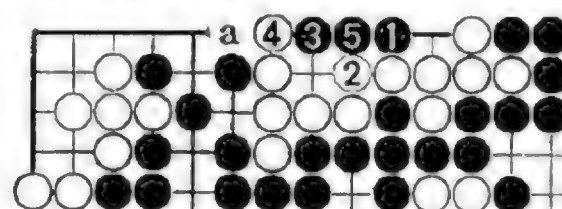
27: ko. Black wins and connects the ko.

voke White 75, then White 99. White tenukies because 95 and 96 are miai.

**Figure 5 (201 – 227).** Kobayashi takes the lead again.

White 4 stops Black from getting the seki shown in Dia. 8 (1 and 3 also gives a seki). The sequence here is worth six points in gote, which makes it worth two points more than playing Black 4, White 3, Black 'a', White 2, so it is not such a large endgame sequence.

White wins by 4½ points.



Dia. 8



With this second win, Kobayashi once again had Cho on the defensive. It seemed as if Cho might finally have met his match.



## Game Four

White: Cho Chikun

Black: Kobayashi Koichi

Date: 30 June, 1 July 1982.

Played in Fukuyama City

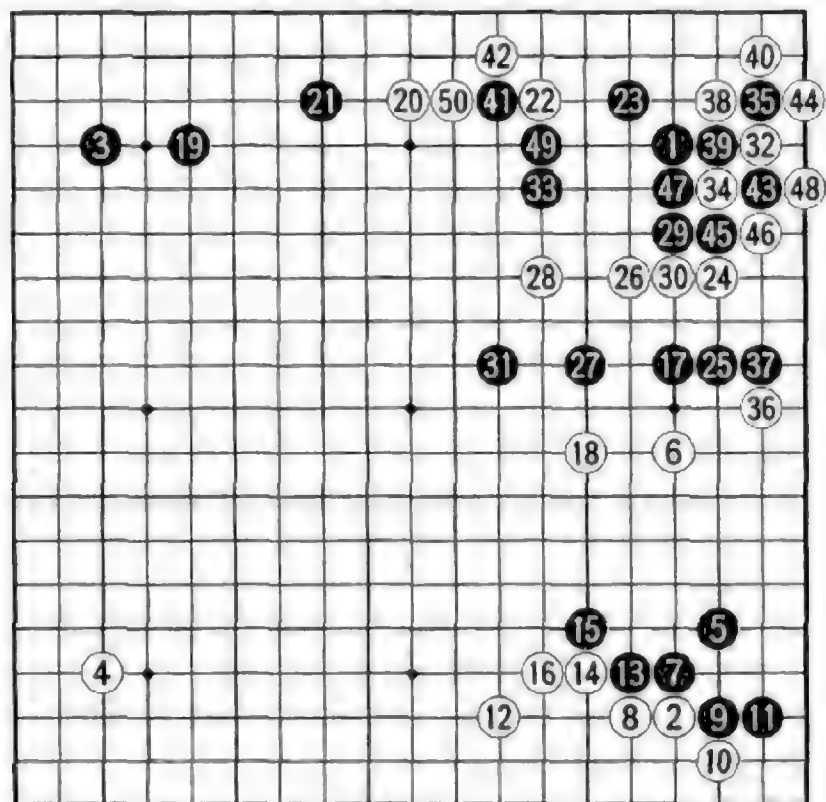


Figure 1 (1 – 50)

### Figure 1 (1 – 50). White's three weak groups

White 24. White must invade before Black makes ideal shape with 27.

Black 33. Intercepting at 1 in Dia. 1 might seem possible, but the semeai after 10 is favourable for White.

White 36. An interesting idea, suggested by Hashimoto Uтарo, is to cut with 1 and 3 in Dia. 2. The result to 9 gives White central thickness. White prefers to take the corner profit with 38.

Black 43. The sealed move.

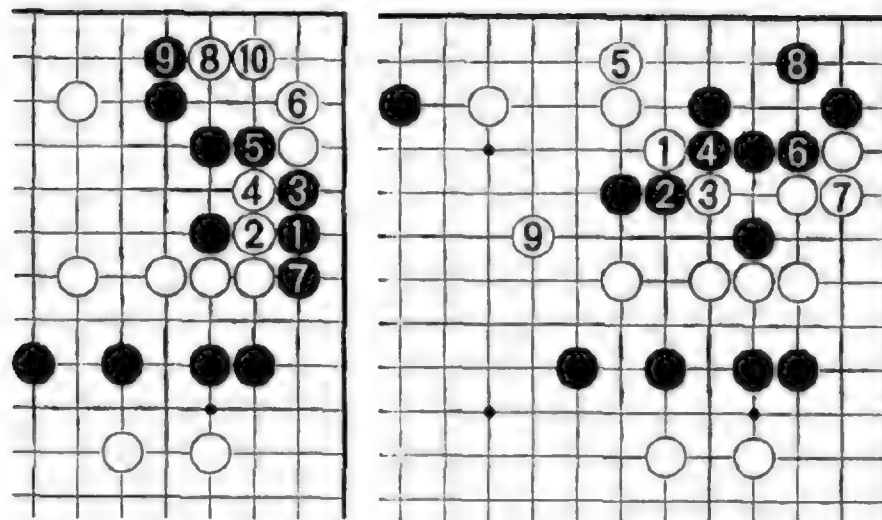
### Figure 2 (51 – 100). Cho's successful shinogi

Black 53 permits White 54, which forces Black into bad shape, but 53 reduces the liberties of White's centre group. Since White's isolated groups have survived independently, Black has to seek compensation by attacking the centre group.

The sequence from 56 to 67 seems forced. White then reinforces his other weak group on the side with 68. The centre group is big enough to look after itself.

Black 69. Black would like to cut at 1 in Dia. 3, but that would only help White. After 2 and 4, Black has to defend against White 'a' with 5, so White makes excellent shape with 6 to 10.

White 70. White does not extend at 74 be-



Dia. 1

Dia. 2

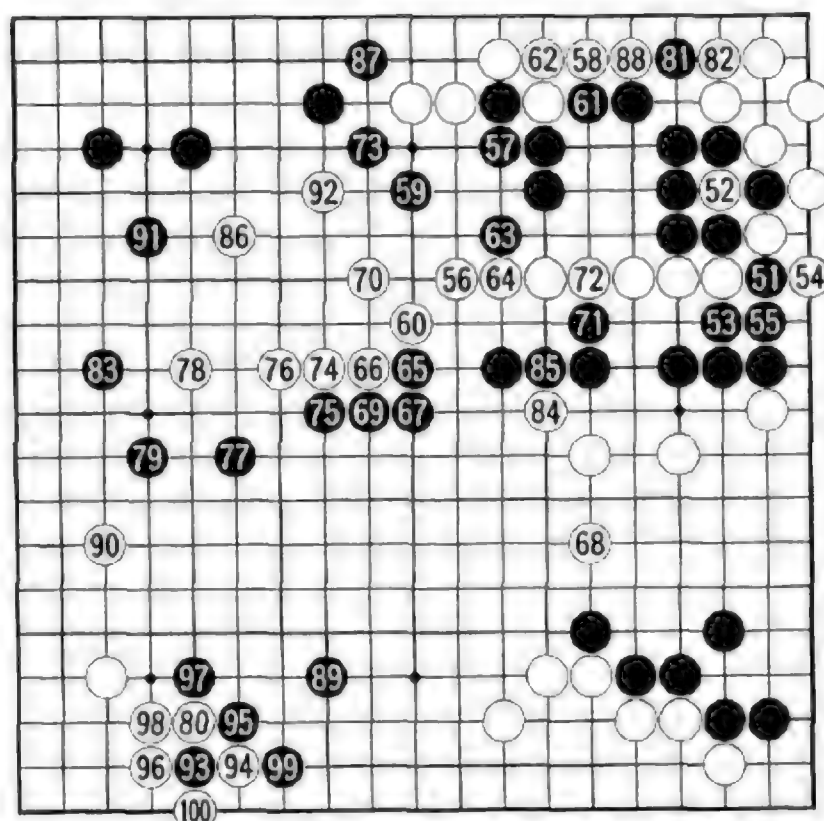
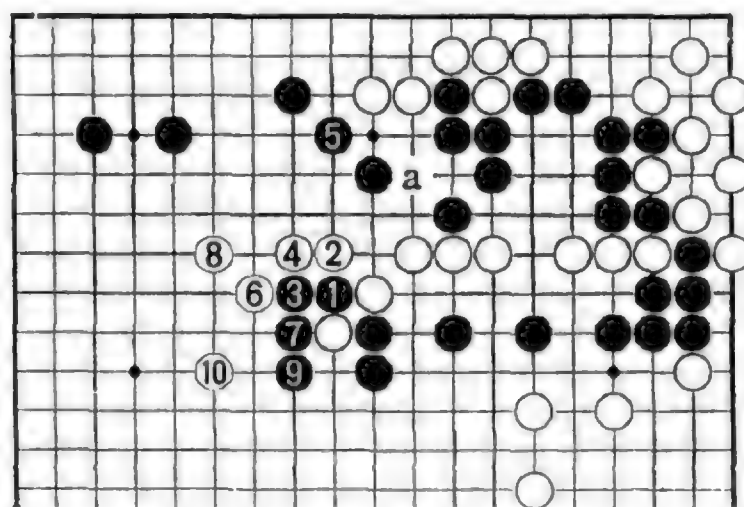


Figure 2 (51 – 100)

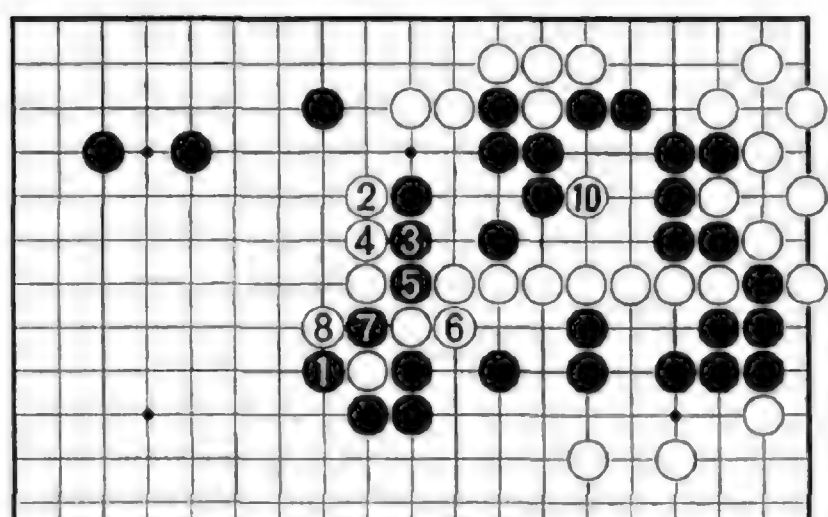


Dia. 3

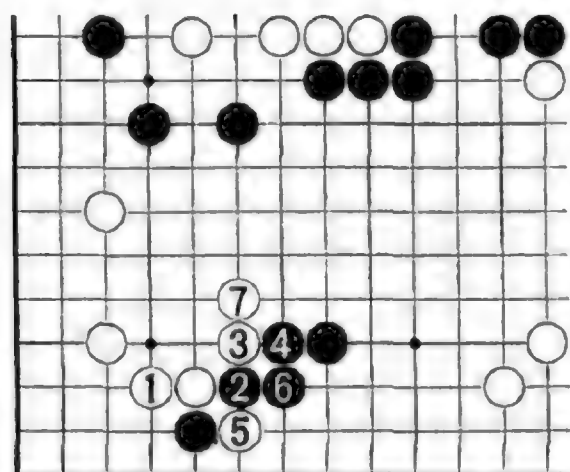
cause that gives Black a peep at 70. If Black plays 71 at 1 in Dia. 4, White wins the semeai with 2 to 10.

When White settles his centre group safely up to 92, the game begins to look promising for him, as his shinogi strategy has been a success. However, his next move is a mistake.

Cho: 'The sequence from 94 to 100 was wretched. After this Black looked like getting about twenty points in the centre. White must



*Dia. 4 9: connects*



*Dia. 5*

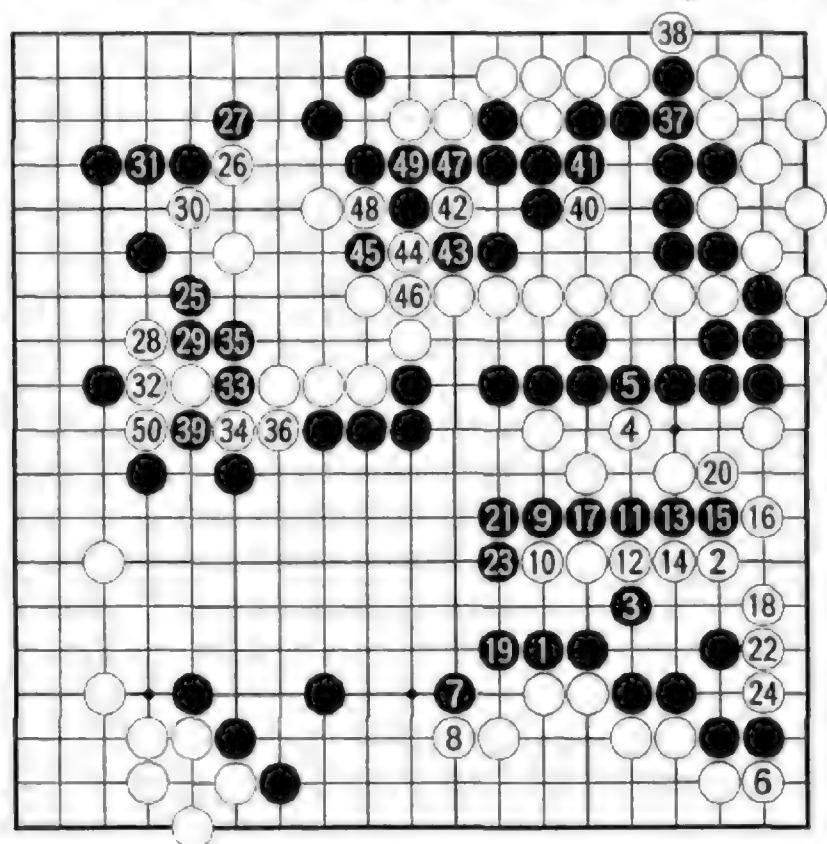
play 94 at 98.'

Kobayashi: 'That's right. I thought I was dreaming.'

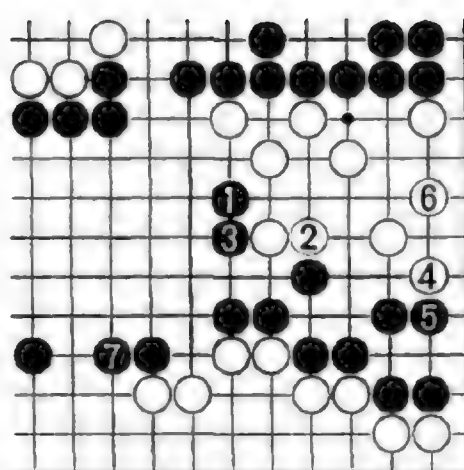
After 99 it's very difficult for White to get into the centre. Compare the result if White follows Dia. 5.

**Figure 3 (101–150).** *Cho's slip goes unpunished.*

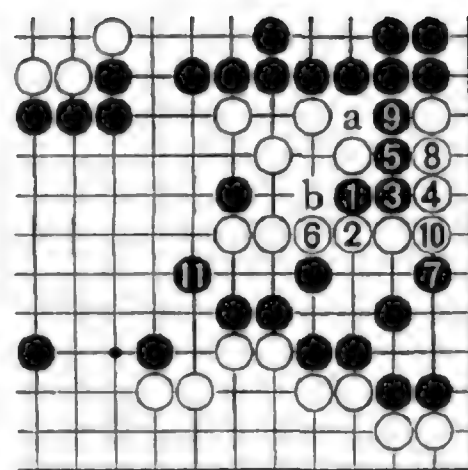
White 10 is a bad mistake which could have lost the game. White should defend at 2 in Dia. 6. Black can block off the centre with 3, but White lives with 4 and 6. Black secures a large centre



*Figure 3 (101 – 150)*



*Dia. 6*



*Dia. 7*

with 7, but he would have a hard time giving the komi.

Black 11 misses the vital point, which is 1 in Dia. 7. White 2 is forced, so Black moves out with 3 and 5, then peeps at 7. White is unable to get eyes, so his whole group is in serious danger of being captured. The ko with White 8 at 9, Black 'a', White 'b' is unreasonable for White.

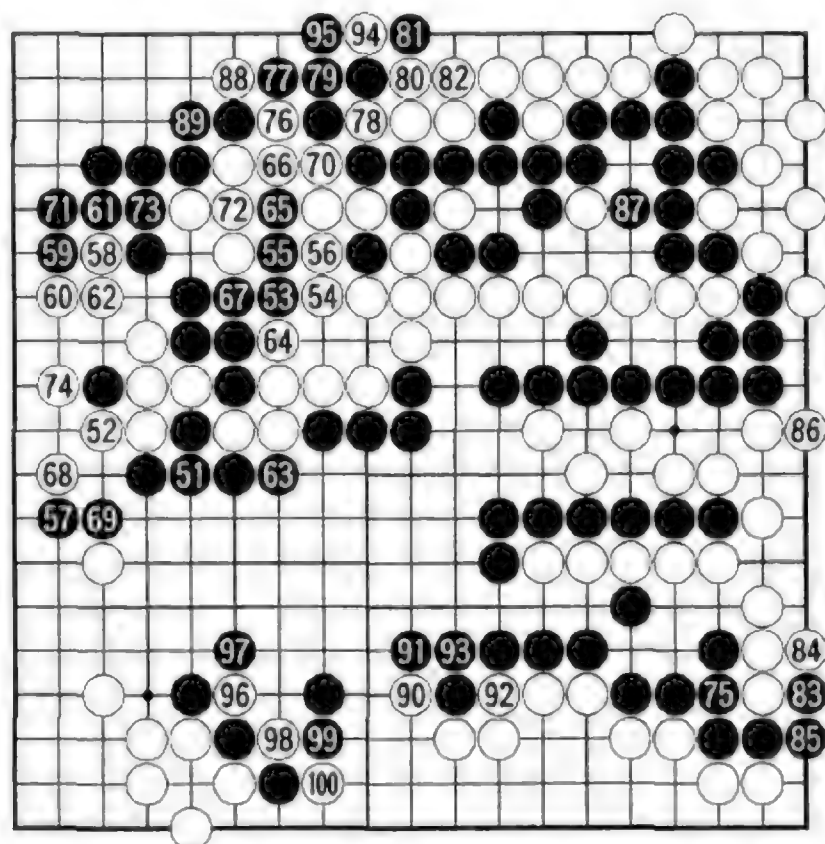
The sequence to 23 is forced, and the result is not so different from Dia. 6. Kobayashi missed the chance here to take an overwhelming lead in the series. His mistake and Cho's did not cancel themselves out: as usual in go the player making the second mistake suffered more.

White 24. Not necessary but a large move.

White 28. A strong move: Cho had read out that he could live even if Black cut. Considering that he had been in byo-yomi since 10 in this figure, the precision of Cho's reading was astounding.

**Figure 4 (151 – 200).** *White's lead increases.*

When the white group on the left side lives, the game is over. White's play for the rest of the



*Figure 4 (151 – 200)*



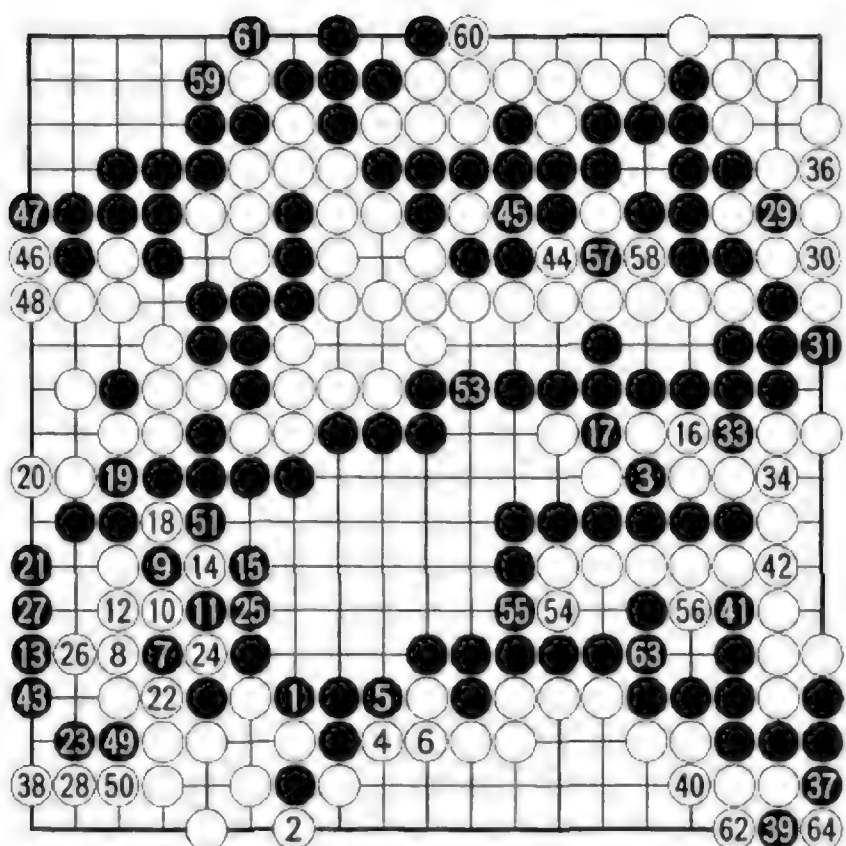


Figure 5 (201 - 267)

32: ko (left of 29); 35: ko (at 29); 52: connects (at 9); 65: connects (left of 29); 66: connects (at 39); 67: connects (above 57). Black wins and connects the ko.

game is perfect and gradually he draws further and further ahead.

#### Figure 5 (201 - 267)

White wins by  $11\frac{1}{2}$  points.

('Kido', August 1982)

### Game Five

White: Kobayashi Koichi

Black: Cho Chikun

Played on 8, 9 July 1982 in Nagaoka City, Niigata Prefecture

The Honinbo match was now down to a best-of-three series after an unusual start in which White had won all four games. (Despite the komi, Black seems to have a slight advantage in tournament go, winning about 53% of all games.)

#### Figure 1 (1 - 50). Black takes profit.

Black 1. Cho often starts with the 3-3 point in crucial games.

Black 9-15. A set pattern when Black wants to develop quickly and take early profit. Opinions are divided on the result, but the intuitive school of players tends to prefer White's thickness.

Black 31 and 33 were considered an adroit response to White 28 and 30. Black next takes solid root with 37, forestalling White 'a'.

White 38. If White plays 1 etc. in Dia. 1, Black

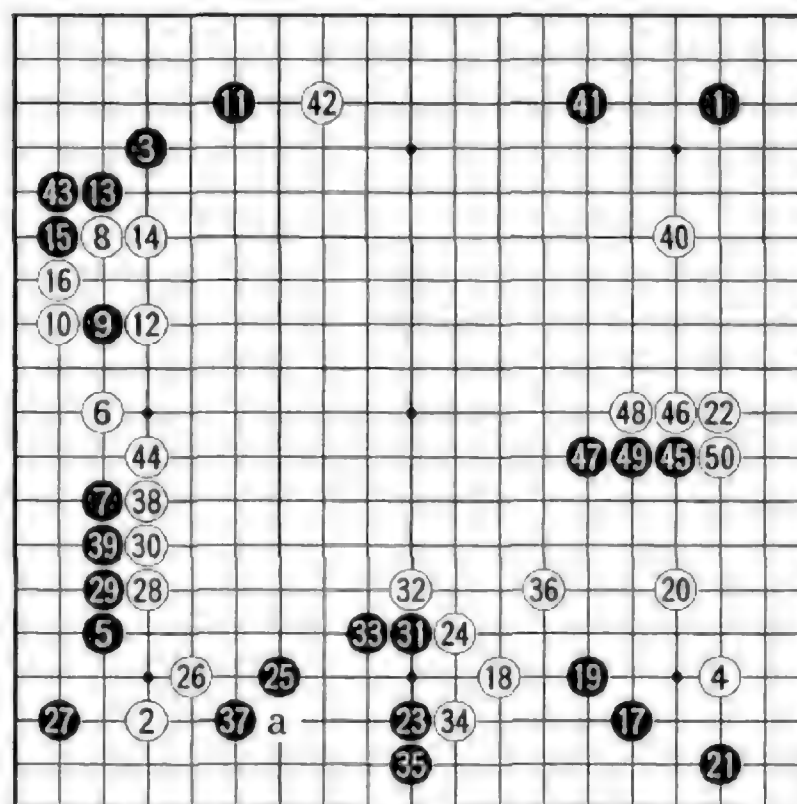
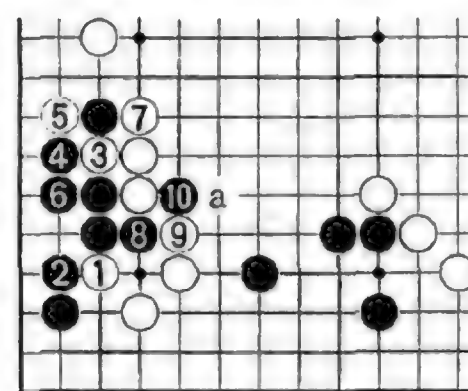


Figure 1 (1 - 50)



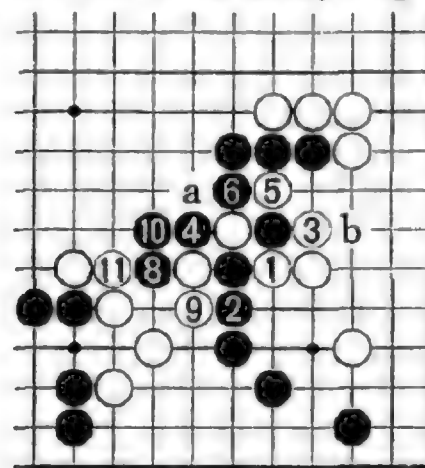
Dia. 1

will counterattack with 8 and 10. The ladder at 'a' does not work. White has to play 38, and the additional reinforcement at 44 is also a painful necessity. Just how effective White's thickness proves to be is going to be the focus of the game.

#### Figure 2 (51 - 100). White loses the initiative.

Black 51. The sealed move - jumping to 70 would be more peaceful.

White 54 is an extremely difficult point. White could also cut at 1 in Dia. 2. The players following the game worked out the continuation to 11, but Kobayashi was dissatisfied with this result. He spent a lot of time analysing the variation



Dia. 2 7: connects

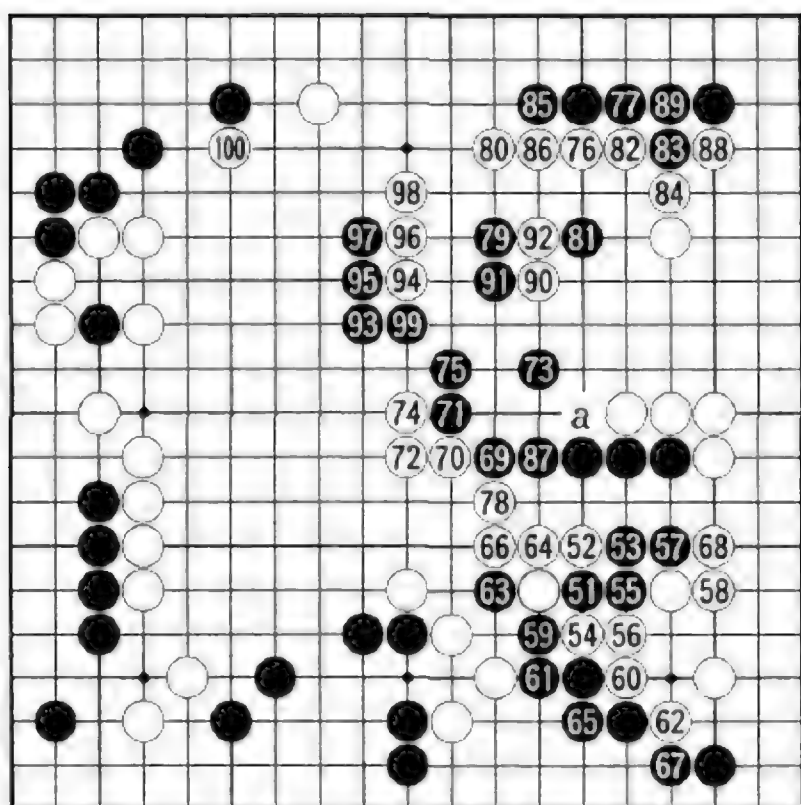


Figure 2 (51 - 100)

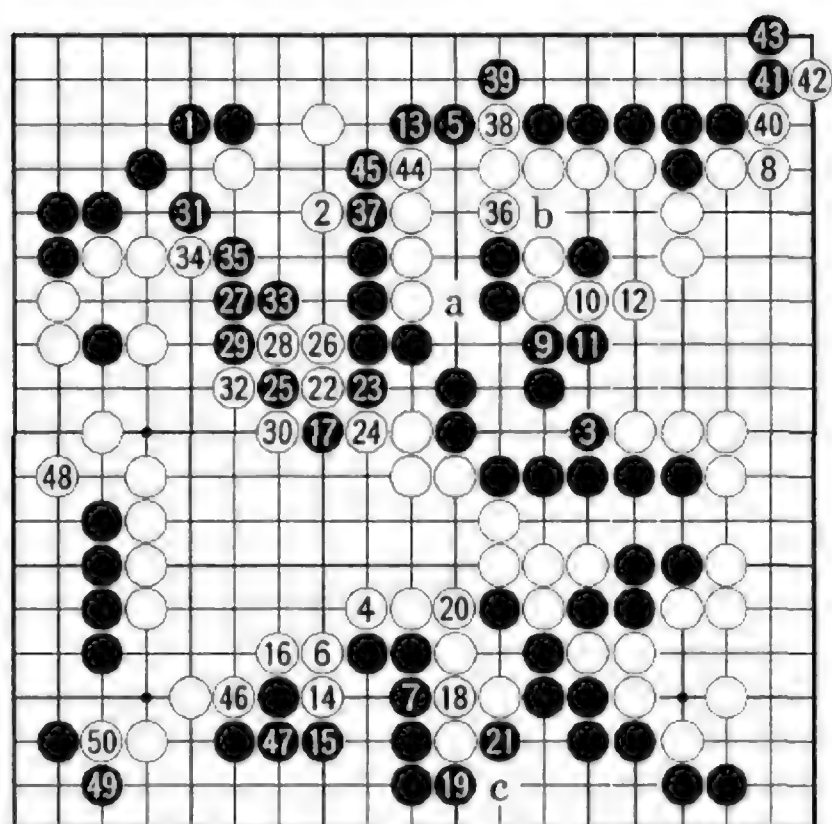
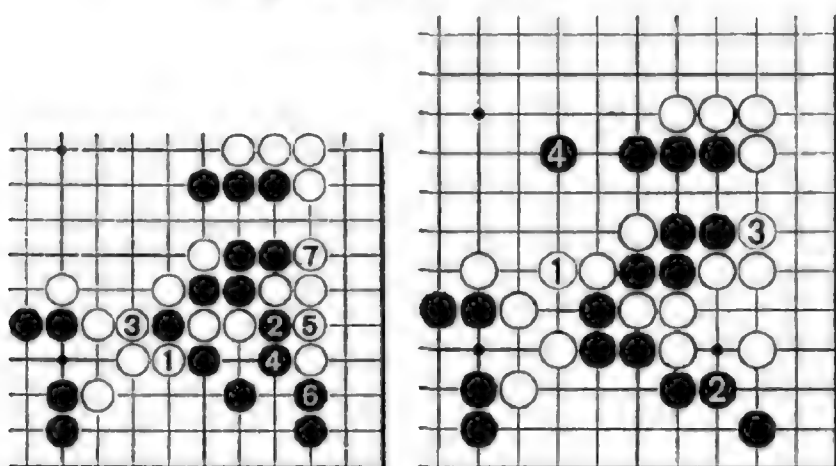


Figure 3 (101 - 150)



Dia. 3

Dia. 4

White 3 at 'a', Black 3, White 'b', but was unable to reach a definite conclusion.

White 60. If at 1 in Dia. 3, Black will play 2, but the continuation to 7 seems playable for White.

White 62. Sakata 9-dan advocated playing 1 and 3 in Dia. 4.

White 78 is a slack move and is an important factor in White's loss. White should have continued his attack by playing at 80. With 79 and 81, Black gets one step ahead of White, which makes it difficult for the latter to mount an effective attack. White's thickness on the left side is going to waste.

Black 87 is a slip, though one without serious consequences. Black should play 96, which would ease the pressure on his group (if White 87, Black plays 'a').

### Figure 3 (101 - 150). The losing move

Black 3. The group is now virtually settled. Jumping to 33 should be worth one eye on the left, and if White forestalls that (by attacking at 22), Black lives with 9, White 10, Black 'a' (if

10 at 'a', Black captures two stones with 'b', thanks to 3).

White 4 is the losing move: White must block at 38. When Black jumps to 5, the thinness of White's position becomes apparent and he loses any chance of continuing his attack. The game would still have been wide open if White had played the sequence White 38, Black 8, White 4, Black 7.

Black 7 is a clever answer to White 6. Black is able to answer 18 by connecting underneath with 19 (if 20 at 'c', Black cuts at 20).

White has no good answer to Black 13, so he defiantly switches to the bottom with 14 and 16. However, he does not profit in the exchange

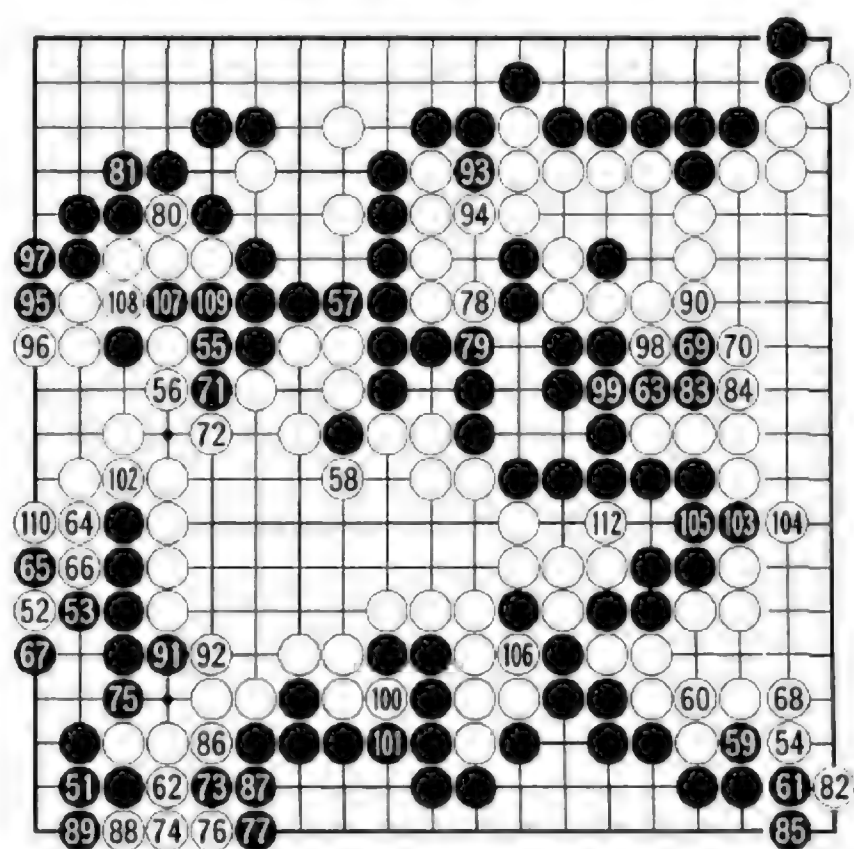


Figure 4 (151 - 212)

111: connects (at 52)



following 22. Even so, if White omits 22 and simply encloses territory, he loses by a large margin.

White 40 begins the large endgame (oyose), but the outcome is already decided.

**Figure 4 (151 – 212).** *Black wins a game.*

For the first time in this series the player with black won a game. Cho was now in the box seat.

*Black wins by 4½ points.*

(‘Igo Club’, September 1982)



### Game Six

**White:** Cho Chikun

**Black:** Kobayashi Koichi

Played on 21, 22 July 1982 at Murayama City in Yamagata Prefecture.

*Commentary by Kudo Norio 9-dan*

**Figure 1 (1 – 40).** *A new pattern*

White 20. An unusual move: Cho rejects the established joseki shown in Dia. 1. The result there is not wholly satisfactory for White.

White 24 (instead of 3 in Dia. 1) is Cho's follow-up to 20. This is probably the first time that this pattern has appeared in a major game.

Black 29. Black decides against sacrificing the corner as in Dia. 2.

**Figure 2 (41 – 87).** *Dividing up the left side*

White 46, 56. A good combination, though Cho also felt tempted to play the ‘a–b’ combination.

White 52. The sealed move.

White 58, 60. White is aiming at the aji of ‘c’. However, playing 58 at ‘d’ is also possible. If Black answers at ‘e’, White can live later in the corner, but if Black pulls back at ‘f’, White can use the aji of the cut at 59 to live on the side. One example is Dia. 3. The drawback there is

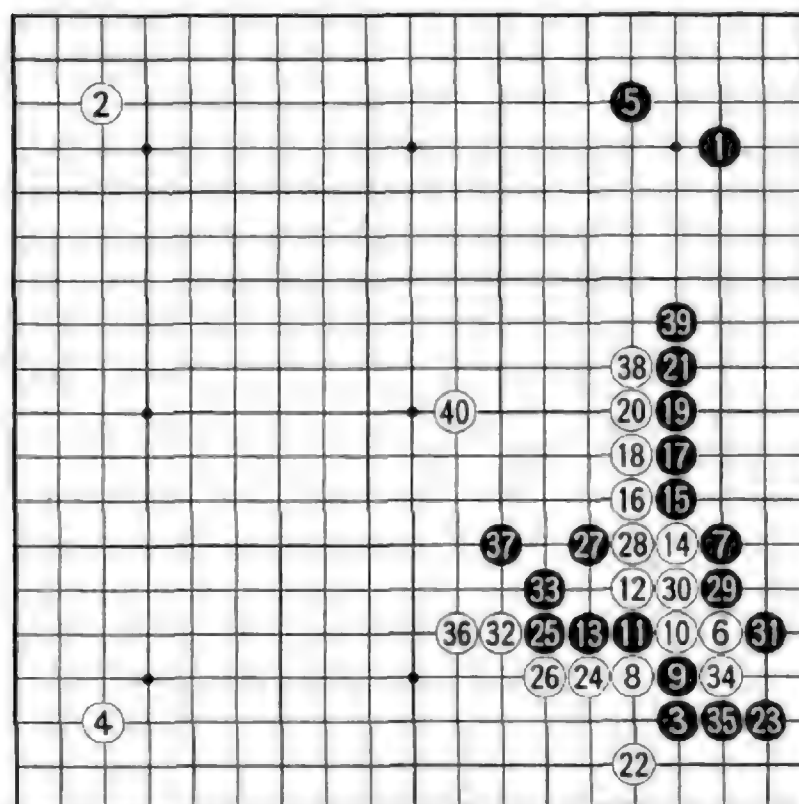
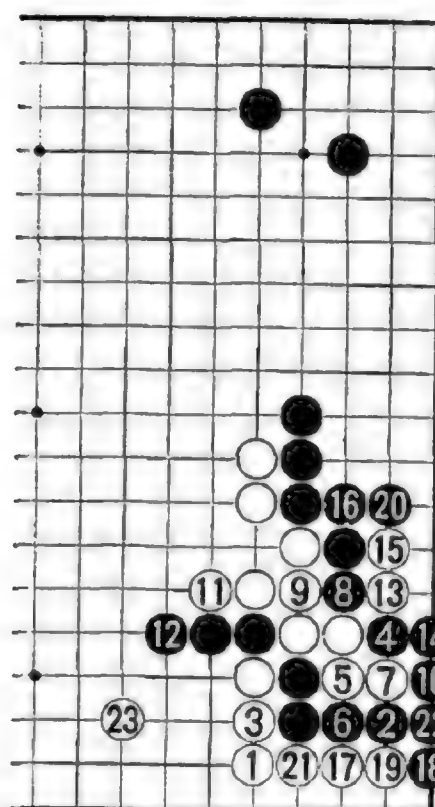
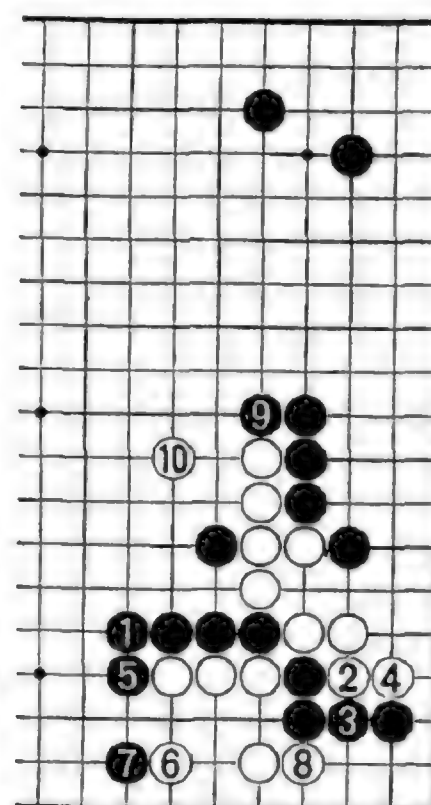


Figure 1 (1 – 40)



Dia. 1



Dia. 2

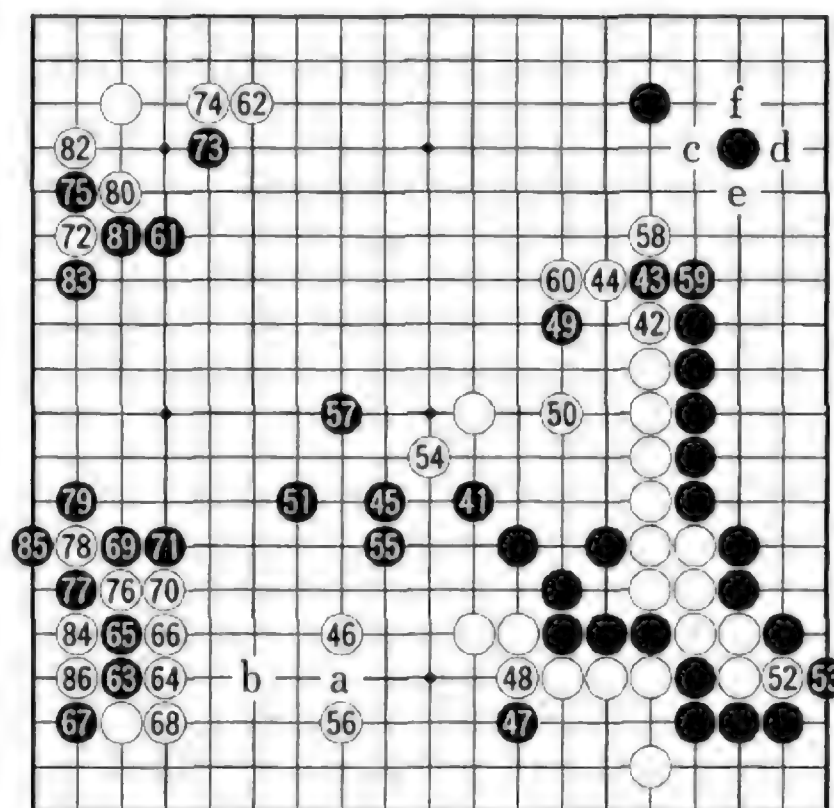
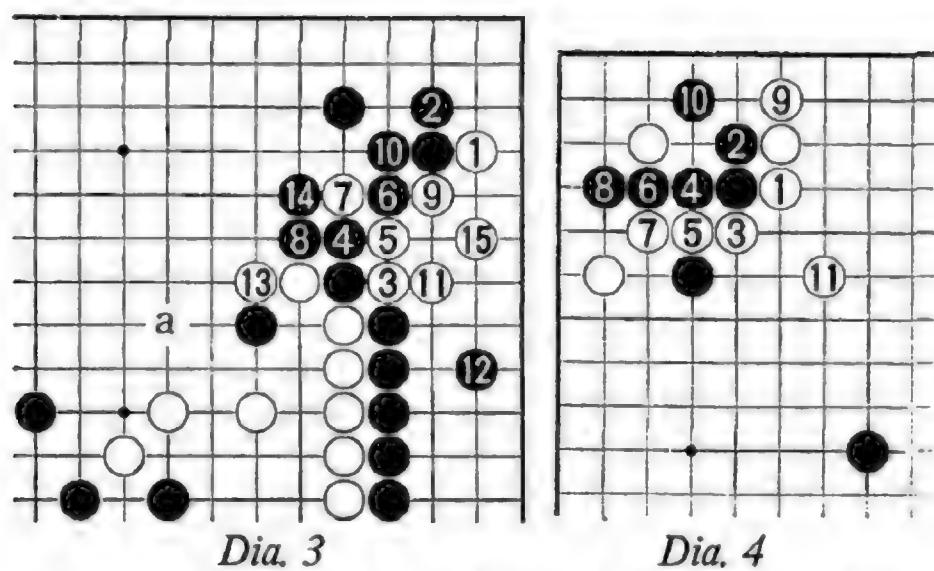


Figure 2 (41 – 86)



that the centre white group is weakened (Black 'a' becomes a threat).

White 74 is the peaceful response to 73 and permits the follow-up at 75. If White countered with 1 in Dia. 4, Black would take the corner profit while White would get thickness.

White 78 is well-timed. If Black plays 79 at 1 in Dia. 5, White will live on the side.

### Figure 3 (87 – 120). The losing move

The opening moves in this figure play a large part in deciding the fate of this year's Honinbo title.

First, White 88 is a slack move: it is Cho's only mistake in this game. Its aim is to move into Black's left side position, but it weakens White's centre group. White should simply extend at 92. Black would probably capture at 'a', and White could then attack at 'b'.

Black's mistake lies in giving White a second chance to extend at 92. Black 91 is the losing move: it shows that Kobayashi was overconfident

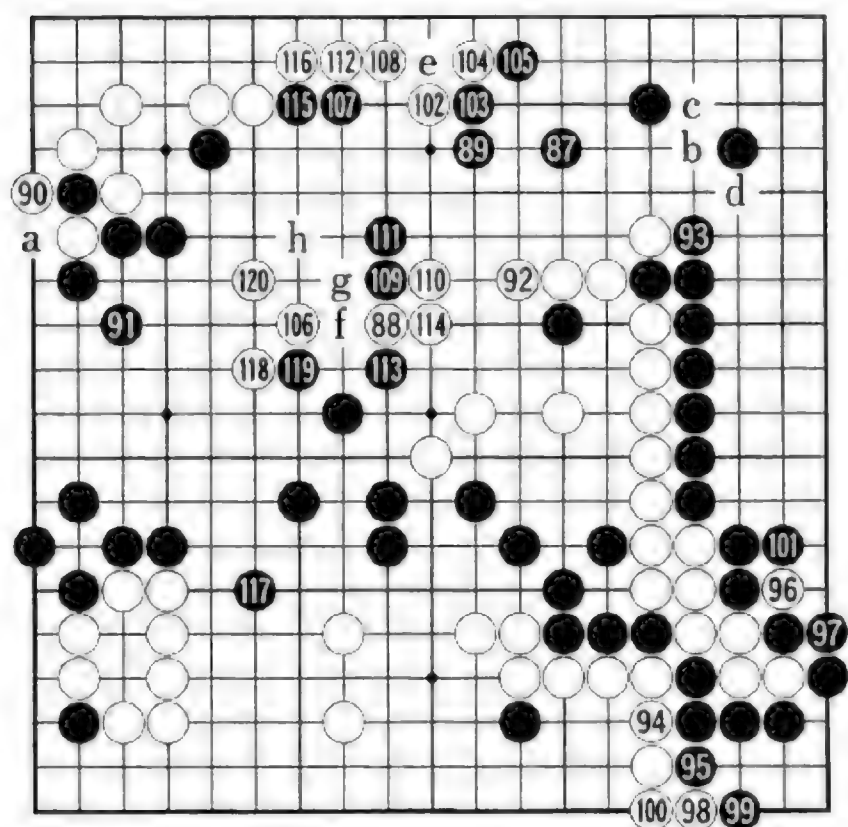
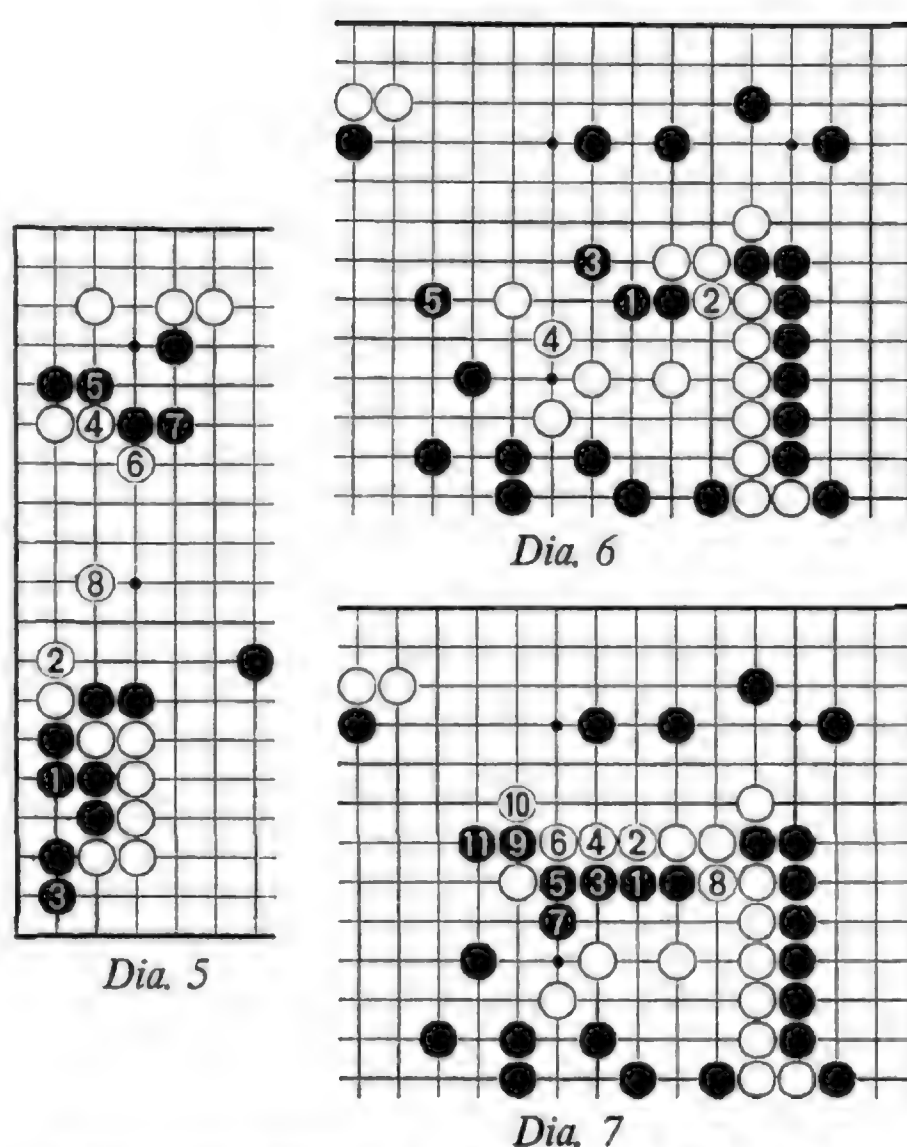


Figure 3 (87 – 120)



about his position. Black should attack with 1 etc. in Dia. 6. White cannot capture Black by playing at 2 in Dia. 7. White therefore has to follow Dia. 6, but he is unable to make centre territory and his large group remains unsettled.

Black 93. If omitted, White breaks into the side with 'b', Black 'c', White 'd'.

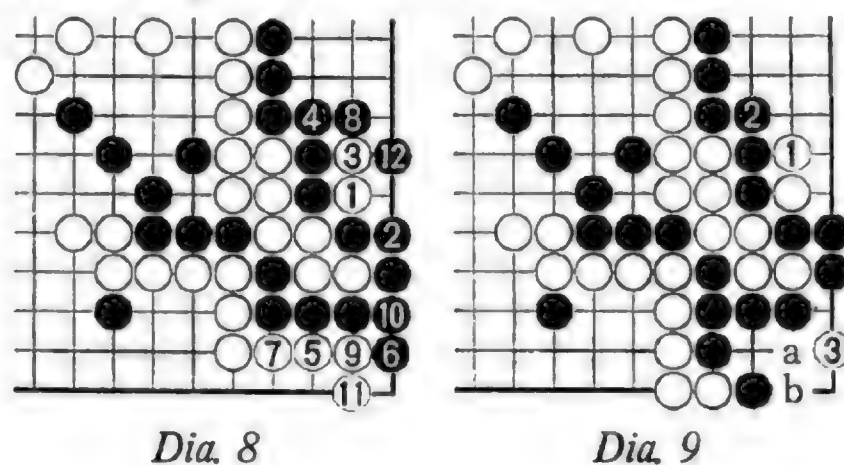
Black 95. If omitted, the sequence in Dia. 8 is worth 11 points in sente for White.

Black 101. Necessary to defend against White 1 and 3 in Dia. 9. If Black 'a' after 3, White starts a ko with 'b'.

Black 107. Capturing at 'e' is the usual move, but it is not enough. White would atari at 108, then switch to 118.

Black 109. Black is aiming at blocking at 112. White counters strongly with 110, then defends at 112.

Black 117. If at 'f', White ataries at 'g', then makes a diagonal connection at 'h'.





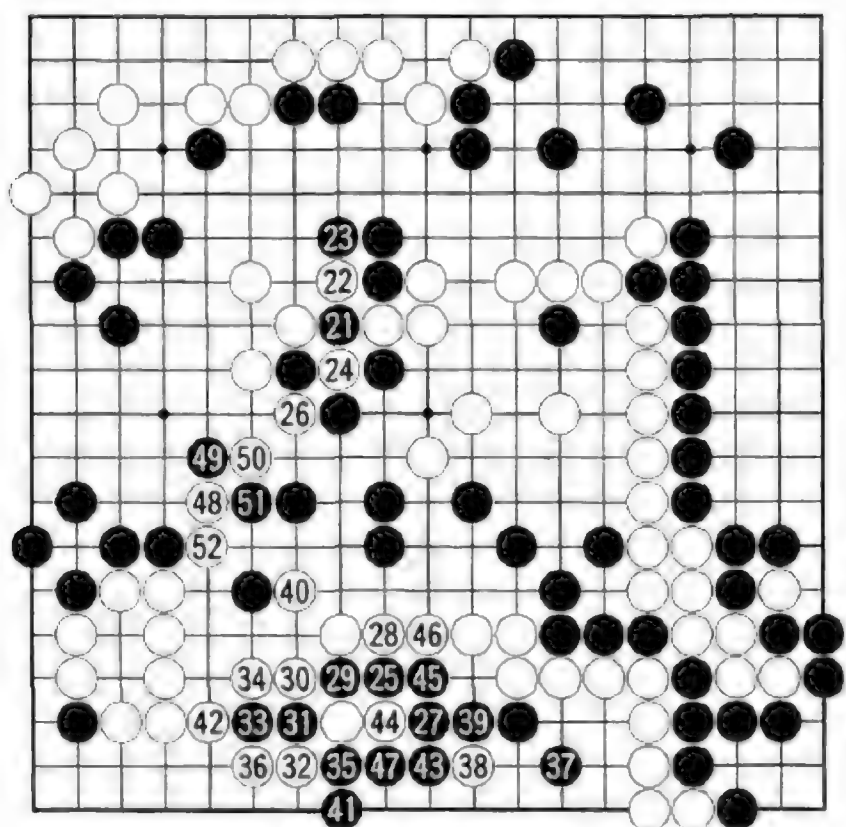


Figure 4 (121 - 152)

#### Figure 4 (121 - 152). A fighting finish

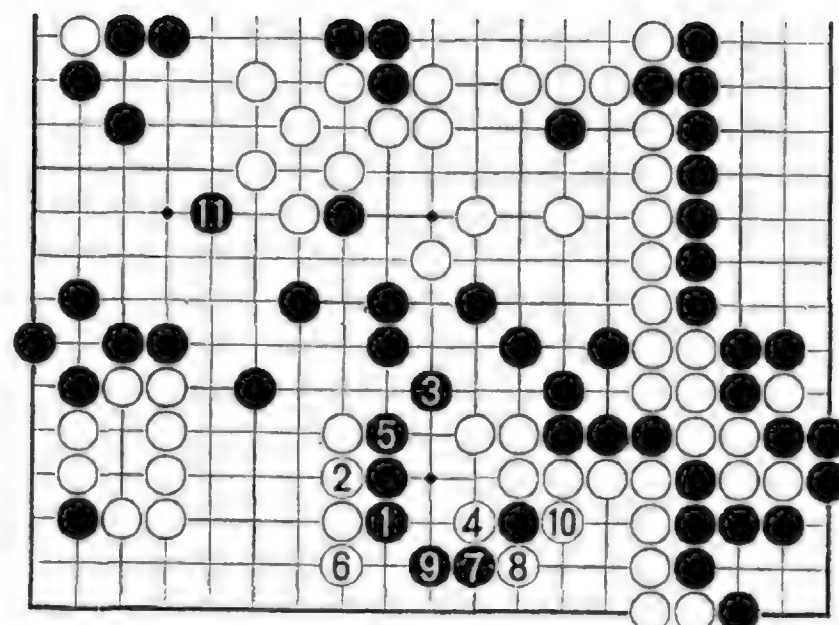
Black 21, 23. Playing this ko is a desperation measure for Black. The game is won for White when he captures at 26.

Black 27. Black is taking a chance. Black 1 and 3 in Dia. 10 would be safer, but White's group would live with 4 to 10. Black would get sente to defend at 11, but would lose by the komi.

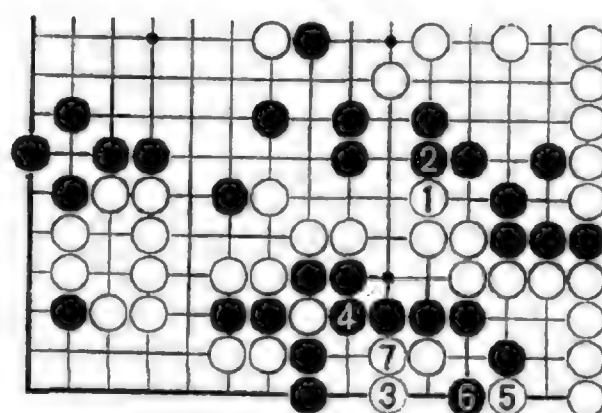
White 42. White passes up a chance to kill Black with the sequence in Dia. 11, but he has seen that he can pick up the centre group with 48. (Cho read all this despite being in byo-yomi - he had used up his time by move 112.)

*Black resigns after White 152.*

When this series was tied 2-2 after Cho's win in the fourth game, nearly everyone felt sure that it would go to the seventh game. If anything, Kobayashi Koichi had the edge at this stage, and Cho seemed to be in trouble. But then Cho



Dia. 10



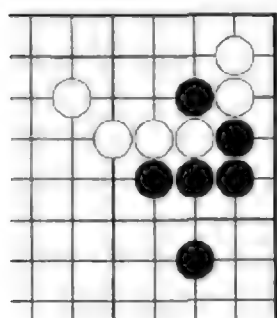
Dia. 11

took control, wrapping up the match with three successive wins and completing his first defence of the Honinbo title.

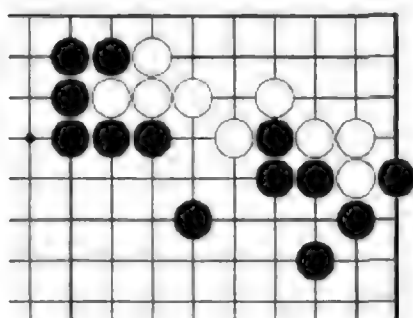
Cho's play in the last couple of games in the series was extremely impressive. In particular, the sixth game was a masterpiece for him. He has now held the Honinbo and Meijin titles for two years in a row, which matches Sakata's performance in the early sixties. If he remains Meijin Honinbo for another year, he will create a unique place for himself in modern tournament history. Cho has disposed of a dangerous rival in Kobayashi - can the confrontation with Shuko be delayed much longer?

('Kido', September, and 'Igo Club', October 1982. Games One to Six translated by John Power.)

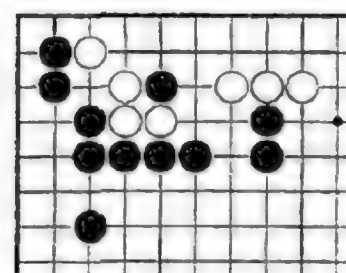
## Three Endgame Problems



1



2



3

In each of the above problems the task is to find the best endgame play for Black in the corner. Answers are given on page 46.

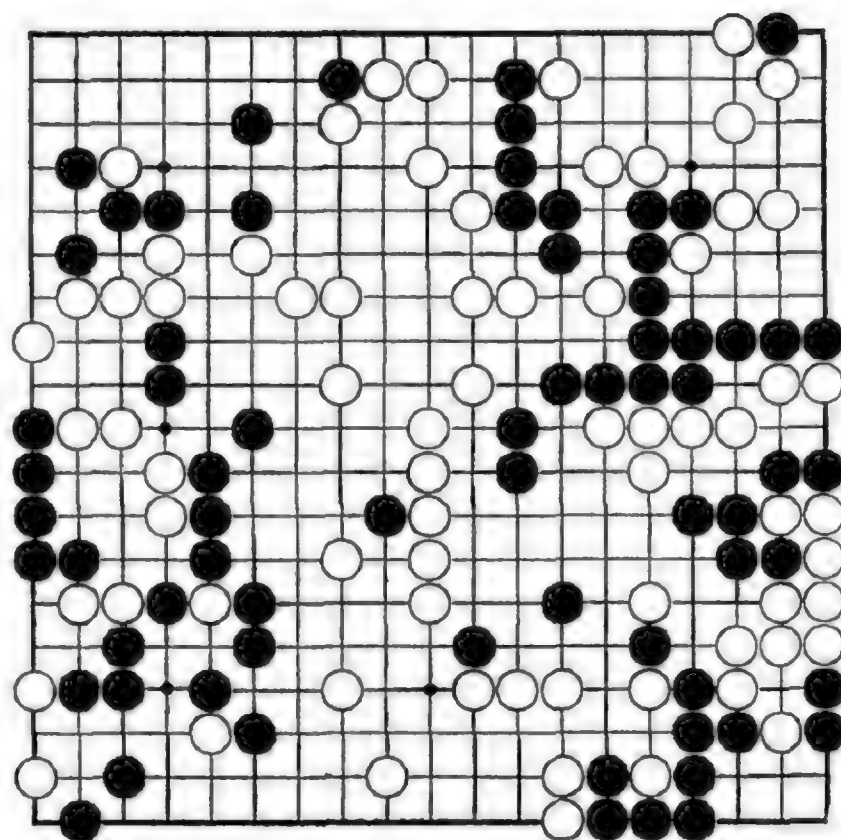
# The Most Difficult Go Problem Ever

The problem given on the right is probably the most difficult go problem ever composed. It is taken from the classic Japanese work *Hatsuyoron*, compiled by Meijin Inseki in 1713. Inseki, whose full name is Inoue Dosetsu Inseki (1646–1719), was the 4th head of the Inoue house and was Meijin from 1708 until his death. The literal meaning of *Hatsuyoron* is 'Essay on the Emanation of Light', but the term for 'light' is the 'yang' of traditional Chinese philosophy which refers to the positive or active principle of the universe. Inseki seems to have used the term to refer to the fighting tactics of go as opposed to the overall strategy and fuseki. The *Hatsuyoron* has long been known as the most difficult of the classic life and death texts.

Previously it was thought that all copies of the first edition of the *Hatsuyoron* were lost in a fire in the Inoue residence in the middle of the Edo period (modern editions have been based on later editions), but recently a copy of the first edition was discovered, and Fujisawa Shuko was asked to do the commentary.

Shuko discovered two new problems which had not appeared in previous modern editions, and the problem given here is one of them. Shuko's comment: 'In my opinion, this is an outstanding whole-board problem and may be the greatest masterpiece ever. The novelty of the theme, the interest of the shapes, the striking originality of the variations — all these make it a first-rate composition.'

'At first I thought that there was a mistake in



*Black to play and win.*

*Hint: what happens to the large black group in the top right?*

the problem, but Yasuda Yasutoshi 3-dan (one of a number of young professionals, including Shuko's son Kazunari, who worked on the problem with him) made the breakthrough. As we continued our investigation, we became aware that it was a frightening whole-board life and death problem. Altogether, we put in about a thousand hours on the problem.'

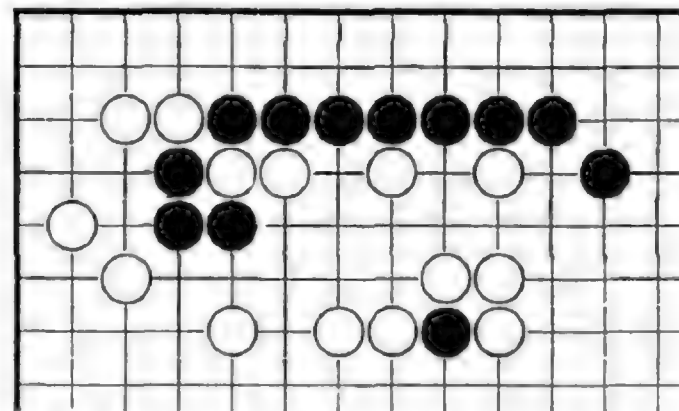
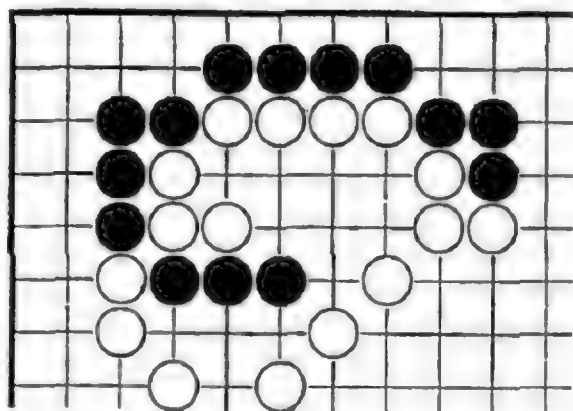
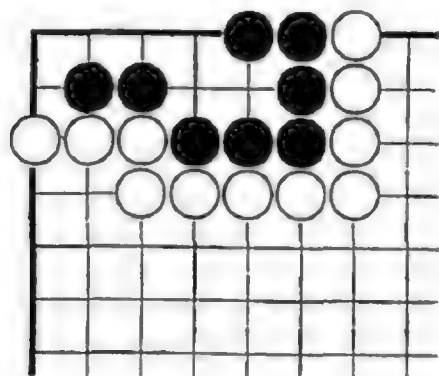
The reader might like to have a crack at the problem himself before looking at the solution. If you solve it, you should think seriously about coming to Japan to challenge for the Kisei title.

*Answer on page 47.*

## Basic Fighting Techniques

Miyazawa Goro

The three problems below all involve the same elementary tesuji. Anyone of mid-kyu strength should be able to solve them, while dan-level players should get them on sight. If you have any trouble, then this article may be what you need to bring your technique up to scratch.



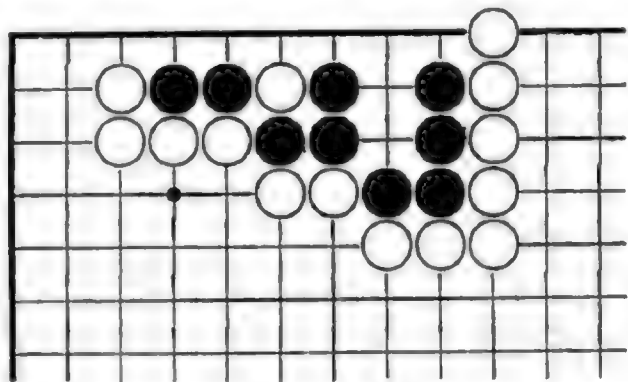
*Problem 1: White to play (5-kyu) Problem 2: Black to play (6-kyu) Problem 3: Black to play (4-kyu)*

*Answers on pages 44 and 45.*



## Pattern Twelve: Shortage of Liberties

This is not so much a tesuji as a theme to be pursued in making an attack. When a group becomes short of liberties, various tesujis that would otherwise be out of the question become feasible. Even if you do not think that you can do anything special, the very fact that the opponent is short of liberties should be a signal to have a thorough look at his position. More likely than not, there will be a way to exploit his shortage of liberties ('dame-zumari' in Japanese).

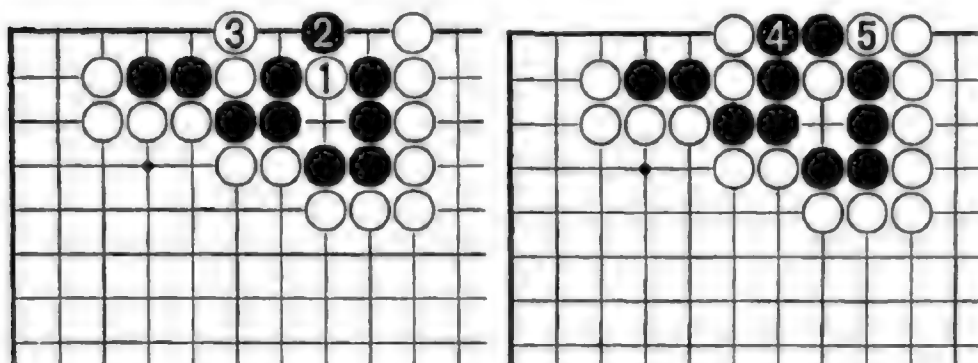


*Illustration One: White to play*

Black seems to have plenty of room to make two eyes, but he is short of liberties. How does White take advantage of this?

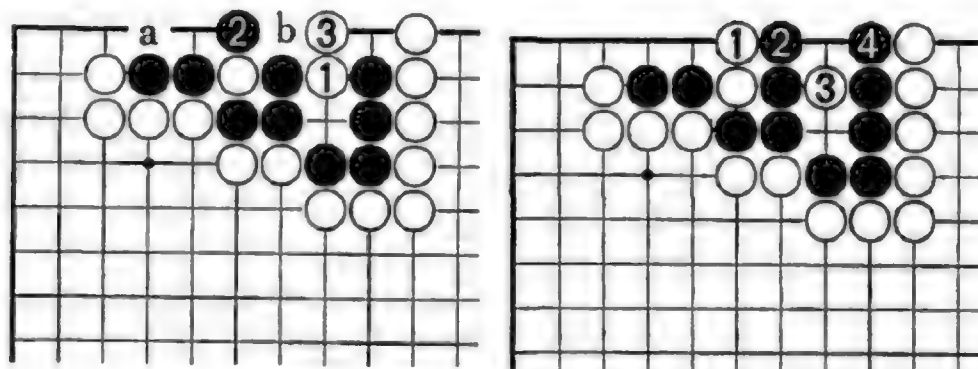
Dia. 1. White 1 is the vital point. Black must play 2, but then he has no answer to White 3.

Dia. 2. If Black 4, White plays 5 and Black cannot connect.



*Dia. 1: the vital point*

*Dia. 2: dead*

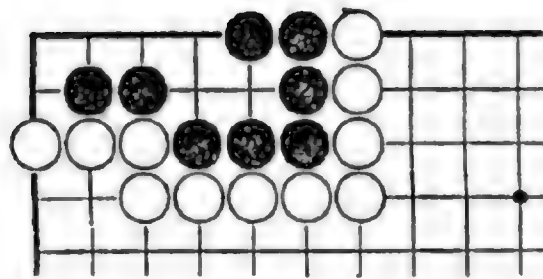


*Dia. 3: also dead*

*Dia. 4: wrong timing*

Dia. 3. Capturing with 2 does not save Black. White 3 kills the group. If Black 'a', White plays in at 'b', and Black has no answer.

Dia. 4. Playing 1 first is a mistake. Black blocks at 2, then answers 3 at 4. White 1 at 4 is also wrong: Black answers at 3 and lives.

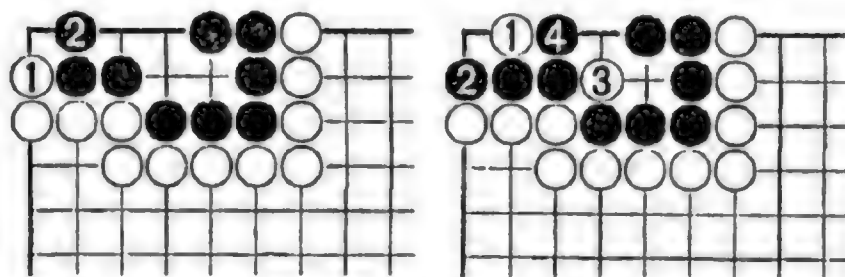


*Problem 1: White to play*

Attacking this problem straightforwardly is not going to get you far. You have to guess the tesuji involved, then work backwards.

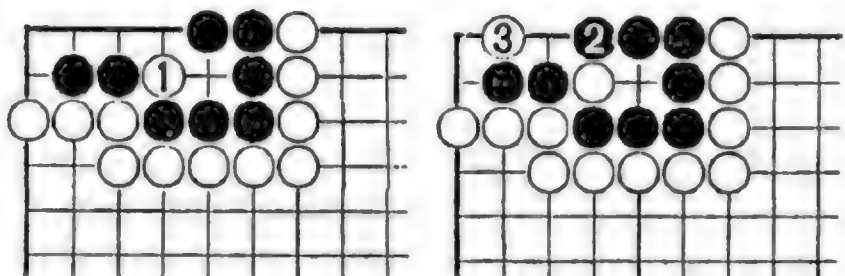
Dia. 1. White 1 is childish and can be ruled out first.

Dia. 2. White 1 looks as if it might be a vital point, but it doesn't work. When White cuts at 3, Black coolly responds at 4 and is alive. Actually he could also live by playing 2 at 3.



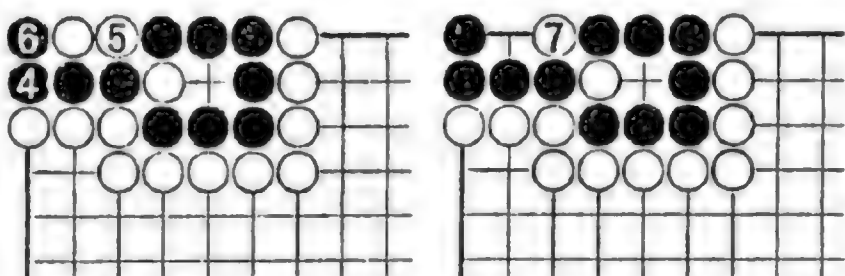
*Dia. 1: simple-minded*

*Dia. 2: bad timing*



*Dia. 3: the vital point*

*Dia. 4: the follow-up*



*Dia. 5: forced*

*Dia. 6: dead*

Dia. 3. White's timing in Dia. 2 was wrong: he has to start by cutting at 1. Next —

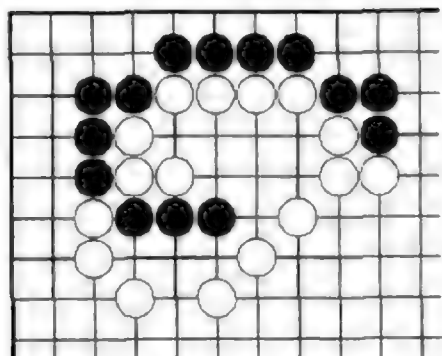
Dia. 4. Black 2 is forced. White then plays his follow-up at 3.

Dia. 5. Again Black has no choice: he must play 4. White then gives atari at 5, forcing Black 6.

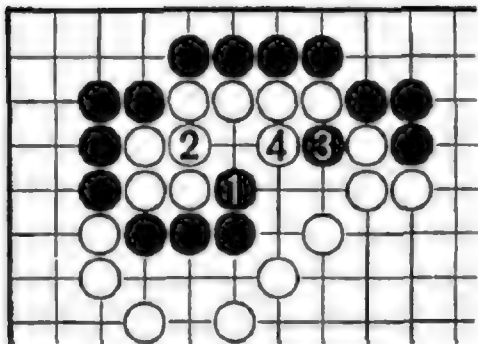
Dia. 6. The rest is easy. White 7 sets up a snap-back whichever stone Black captures.

Problem 2. The only way for Black to save his three stones is to find a defect in White's net.

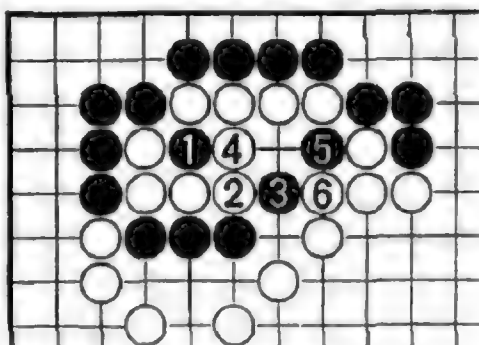
Dia. 1. Black 1 is the most unimaginative move. Black's cut at 3 has no effect: Black 1 has destroyed all the aji.



Problem 2: Black to play



Dia. 1: failure

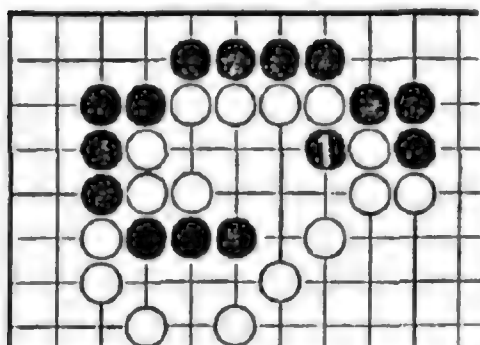


Dia. 2: failure

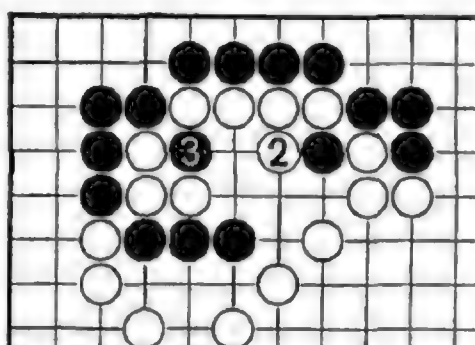
Dia. 2. Black 1 is better but still not good enough. Once again the cut at 5, which is the key point of this problem, does not work. Perhaps Black was expecting White to answer 1 at 4.

Dia. 3. Timing is important: the only way for Black to save his stones is to start with the cut at 1.

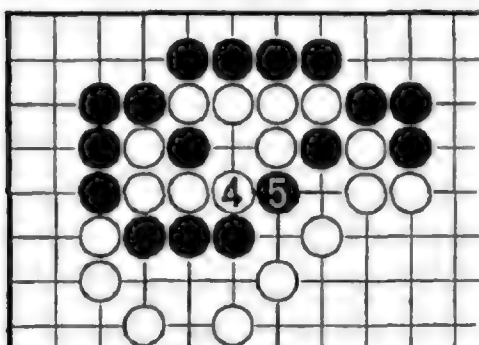
Dia. 4. White must play 2. Now is the time to cut at 3.



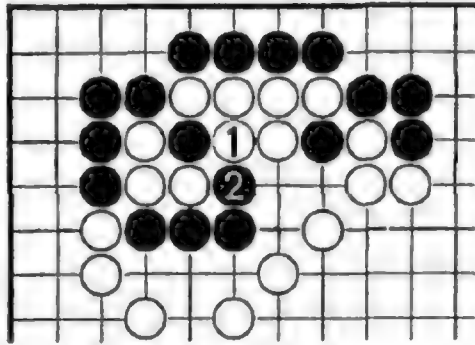
Dia. 3: cut first



Dia. 4: correct timing



Dia. 5: success

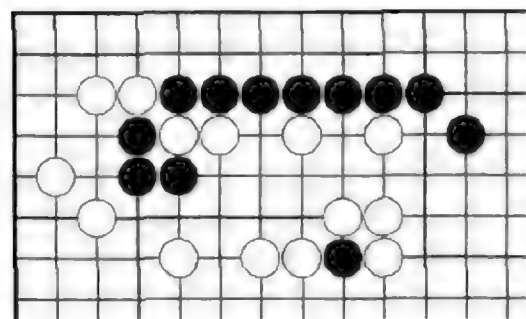


Dia. 6: success

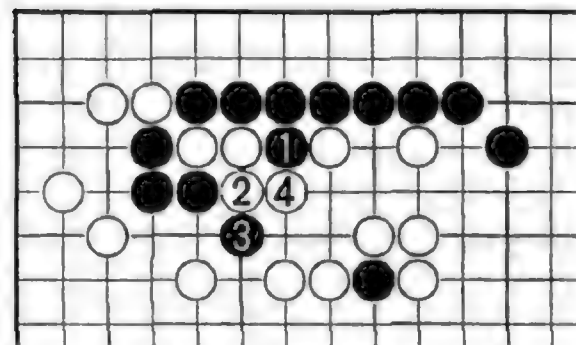
Dia. 5. When Black gives atari at 5, White cannot connect. Black succeeds in rescuing his stones.

Dia. 6. Capturing at 1 instead of 4 in Dia. 5 does not help. White is still plagued by his shortage of liberties.

Problem 3. The only way for Black to save his three stones is to capture the two white stones by cutting them off.



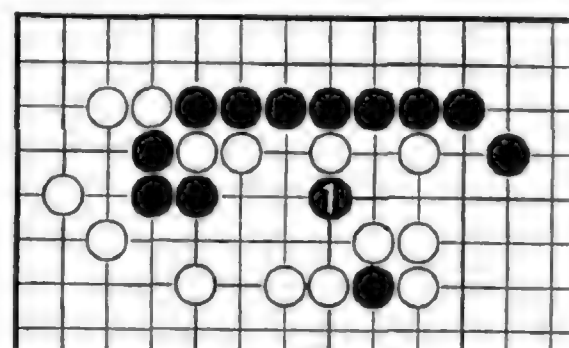
Problem 3: Black to play



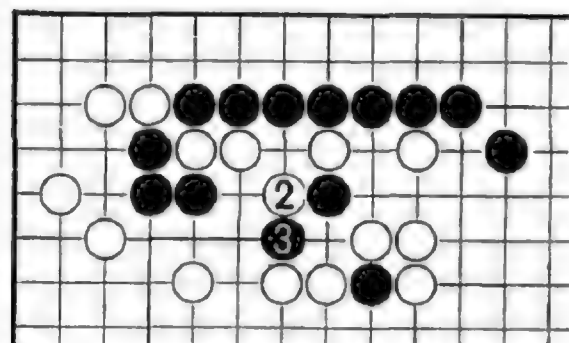
Dia. 1: crude

Dia. 1. The direct approach with 1 fails. Black 1 at 2 is just as useless.

Dia. 2. Black has to try an indirect approach, attacking at a distance with 1. Next —



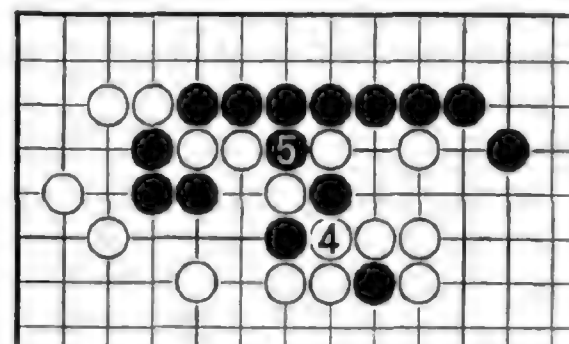
Dia. 2: correct



Dia. 3: follow-up tesuji

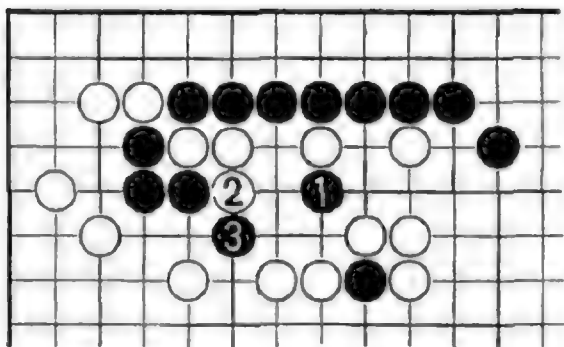
Dia. 3. If White 2, wedging in at 3 is a brilliant tesuji. This reduces White's liberties.

Dia. 4. If White 4, Black plays in at 5, and White cannot connect.



Dia. 4: helpless

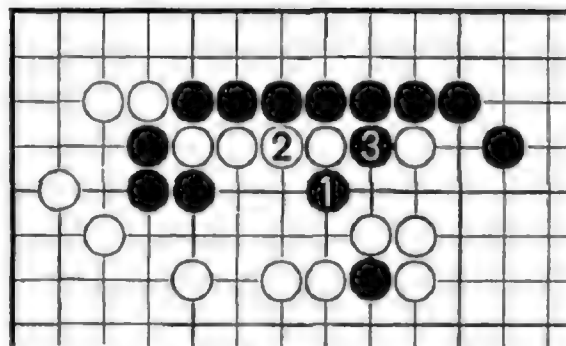




*Dia. 5: trapped*

Dia. 5. White 2 here does not help: White has no answer to Black 3.

Dia. 6. White 2 here is no better. Actually



*Dia. 6: trapped*

White's trickiest answer is 3 in Dia. 3, but that only sets up Black's tesuji.

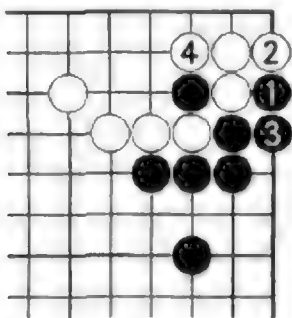
(*'Gekkan Go'*, December 1978)

### THREE ENDGAME PROBLEMS: ANSWERS

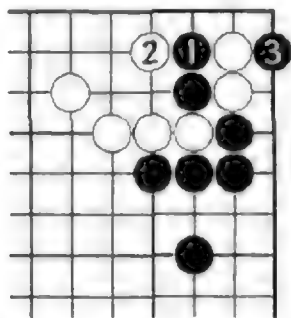
#### Answer to Problem 1

Dia. 1. Black 1 and 3 are commonplace. Black keeps sente, but he does not make much of a dent in White's corner.

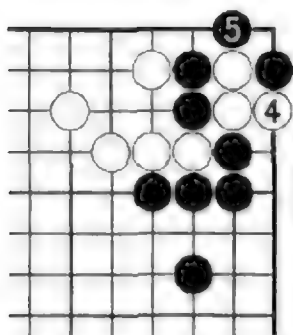
Dia. 2. Playing a sacrifice move with 1 is the correct answer. If White 2, Black attaches at 3.



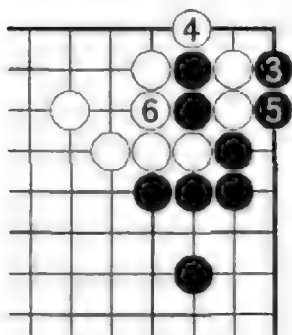
*Dia. 1: not enough*



*Dia. 2: sacrifice*



*Dia. 3: ko*

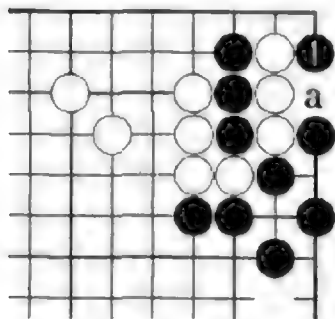


*Dia. 4: 3-point gain*

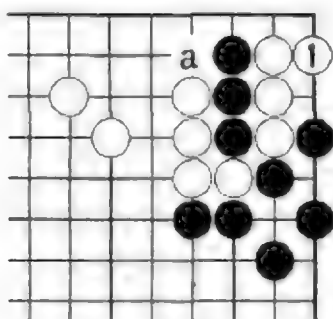
Dia. 3. White can hardly intercept at 4, as Black 5 sets up a ko. Consequently —

Dia. 4. White is forced to compromise with 4, but Black links up in sente with 5. This represents a gain of three points over Dia. 1.

Dia. 5. This position is similar. The vital point again is attaching at 1. If Black just played at 'a',



*Dia. 5*



*Dia. 6*

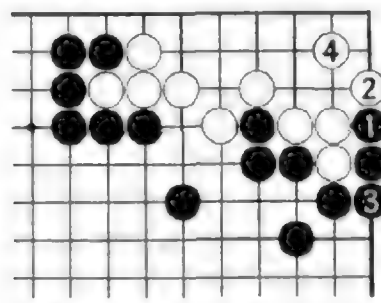
White would block at 1.

Dia. 6. If it is White's turn to play, he should seize the vital point of 1 himself. If instead he played at 'a', Black 1 would cause him a loss of three points. White will eventually have to add a stone at 'a', but in the meantime he has prevented Black from taking profit in sente.

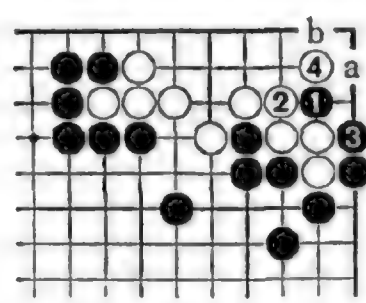
#### Answer to Problem 2

Dia. 1. Black 1 and 3 are completely uninspired.

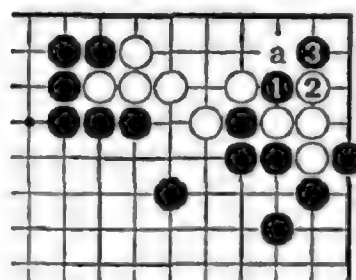
Dia. 2. Black 1 is a lot better, but it is still not the best. White must play 2, so Black can connect underneath with 3. After 4 Black might play 'a', inviting White to play a ko, but White would be better advised to descend at 'b'.



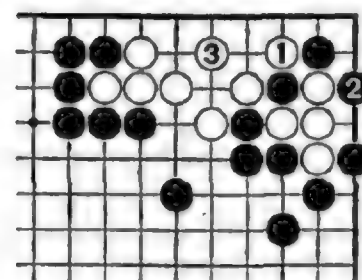
*Dia. 1: mediocre*



*Dia. 2: not enough*



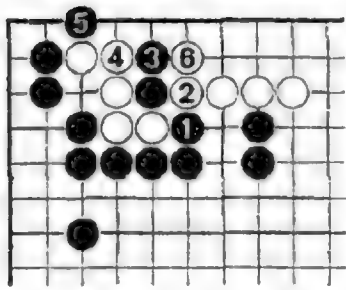
*Dia. 3: tesuji*



*Dia. 4: sente*

Dia. 3. Cutting at 1 is the most forceful move. After White 2, Black hanes at 3 (Black 'a' would be a mistake).

Dia. 4. White 1 is forced, so Black is able to link up with 3. He has made a big reduction in White's corner. Moreover, White ends in gote, as he must defend at 3 to secure two eyes.

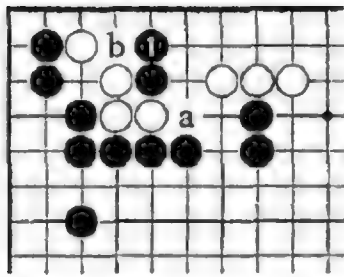


*Dia. 1: misguided sacrifice*

### Answer to Problem 3

Dia. 1. Many players would be satisfied with the sacrifice sequence to 6 here, as it keeps sente for Black. The trouble with this sacrifice is that it's unnecessary.

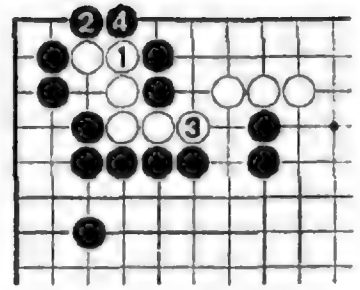
Dia. 2. Descending at 1 is much more effective: it makes a more serious reduction in White's



*Dia. 2: the tesuji*

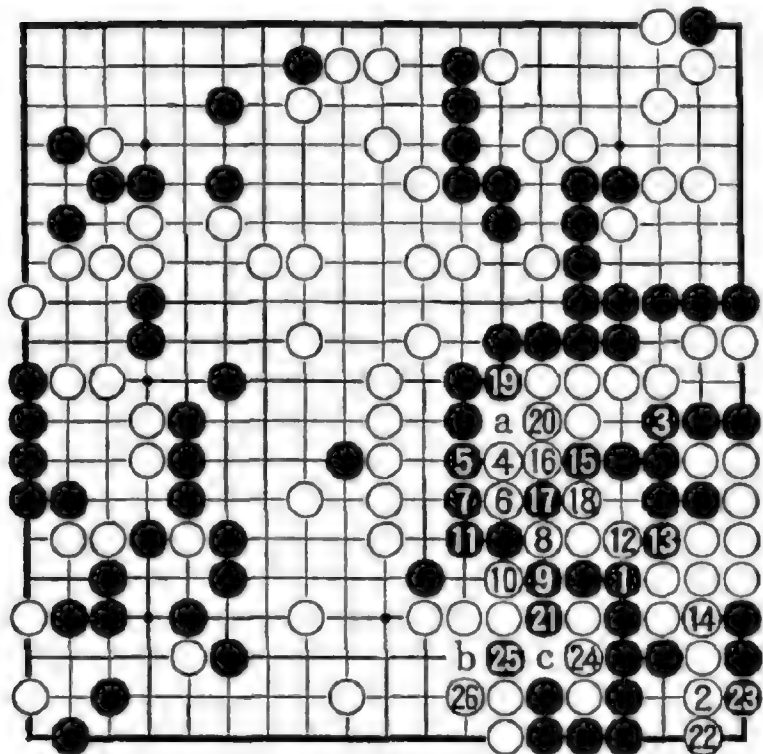
territory. If White 'a', Black simply plays 'b' for a connection.

Dia. 3. If White resists with 1, the hane at 2 is the key move. White has to pull back at 3, letting Black link up with 4. If White intercepts at 4, Black cuts at 3 and captures the white stones. (Note that 2 at 4 would be wrong.)



*Dia. 3: success*

## THE MOST DIFFICULT GO PROBLEM EVER: SOLUTION



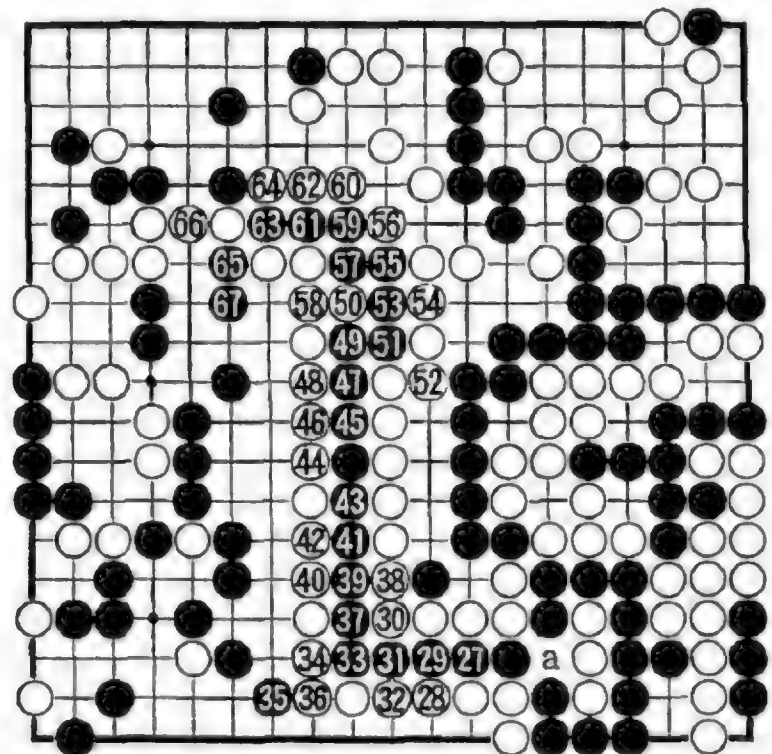
*Dia. 1 (1 - 26 )*

Dia. 1 (1 - 26). Black 1 is the starting point. The continuation to 24 is forced. (Note that Black has a reason for not making a throw-in at 20 with 19: after White 'a', Black 19, his own group would lose one liberty, which would affect the semeai later on.) Black 25 and White 26 are both forced (if 26 at 'b', Black 'c' becomes sente).

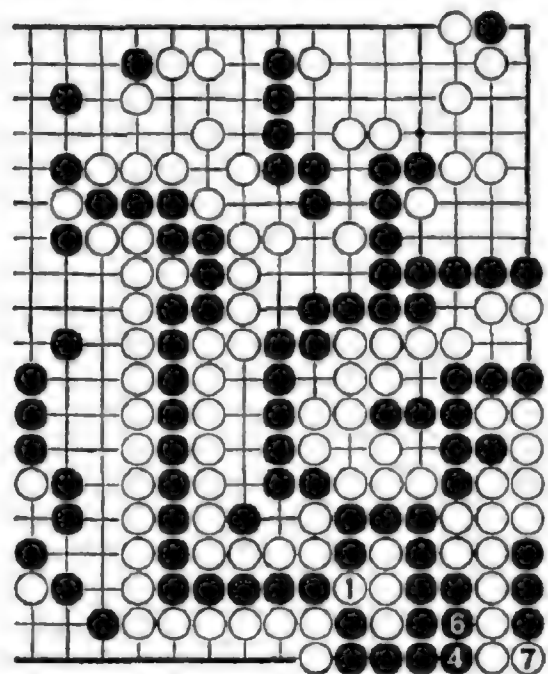
Dia. 2 (27 - 67). The continuation to 67 is all forced. Black 65, White 66 and Black 67 are all superb tesujis. For example, instead of 66 -

Dia. 3 (White loses). White could capture 20 black stones with 1, but White then loses the capturing race in the bottom right corner. If White's corner group dies, he also loses the seki above it.

However, if Black captures at 'a' in Dia. 2 with 67, he is the one who loses the capturing



*Dia. 2 ( (27 - 67)*



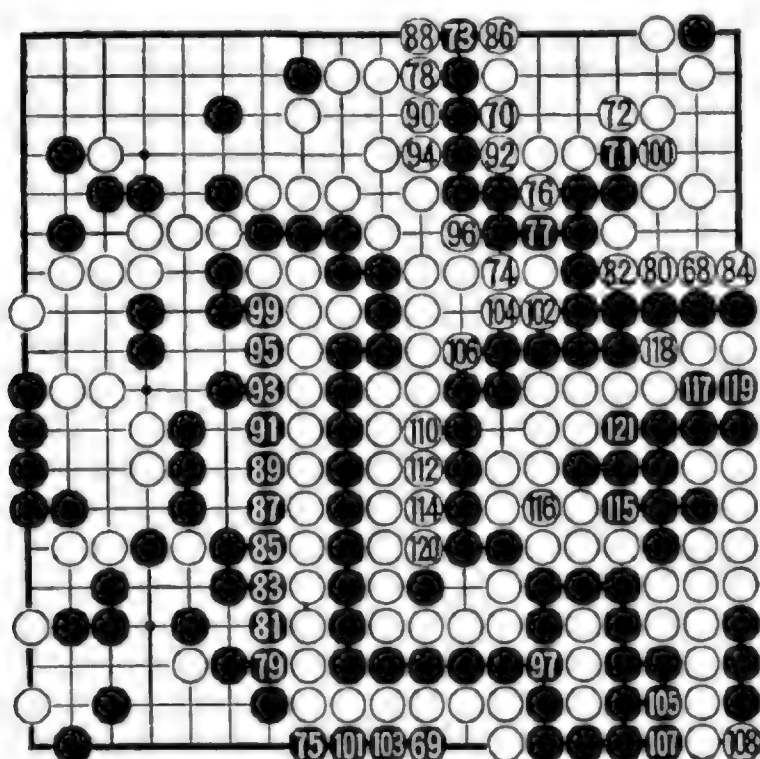
*Dia. 3*

2: left of 1; 3: right of 1;  
5: at 1; 8: two spaces above 7



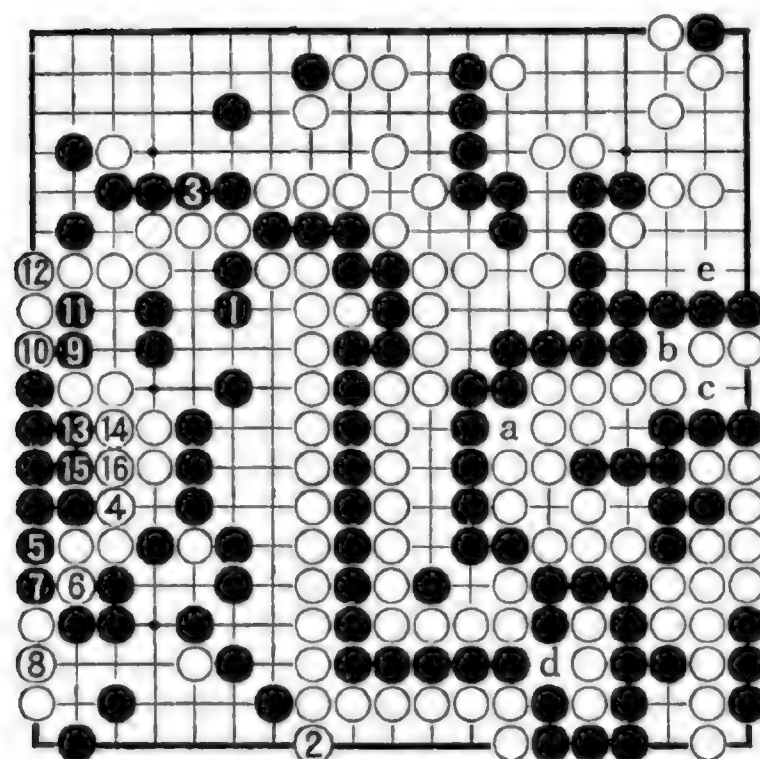
race with the corner white group. We thus have a very rare seki in which neither side can play at 'a'.

Dia. 4 (68 – 121). This is the continuation if White elects to start a capturing race with the large black group in the top right. After the sequence to 121, Black wins the fight by one move. There are other variations (Dia.10, for example), but Black still wins.



*Dia. 4 (68 – 121)*

98: right of 97; 109: two spaces above 108;  
111: above 108; 113: three spaces above 108

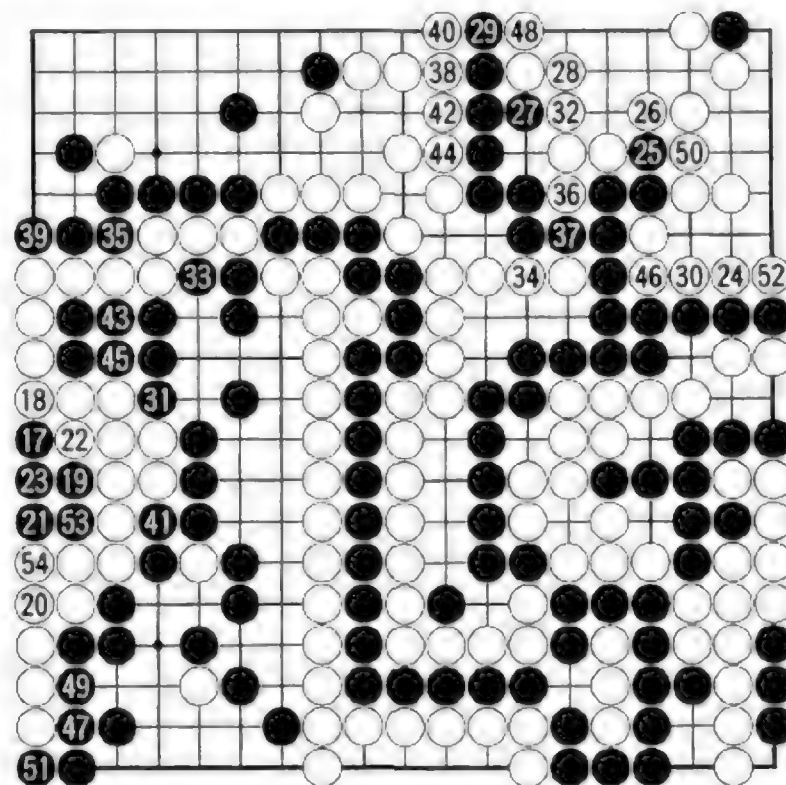


*Dia. 5*

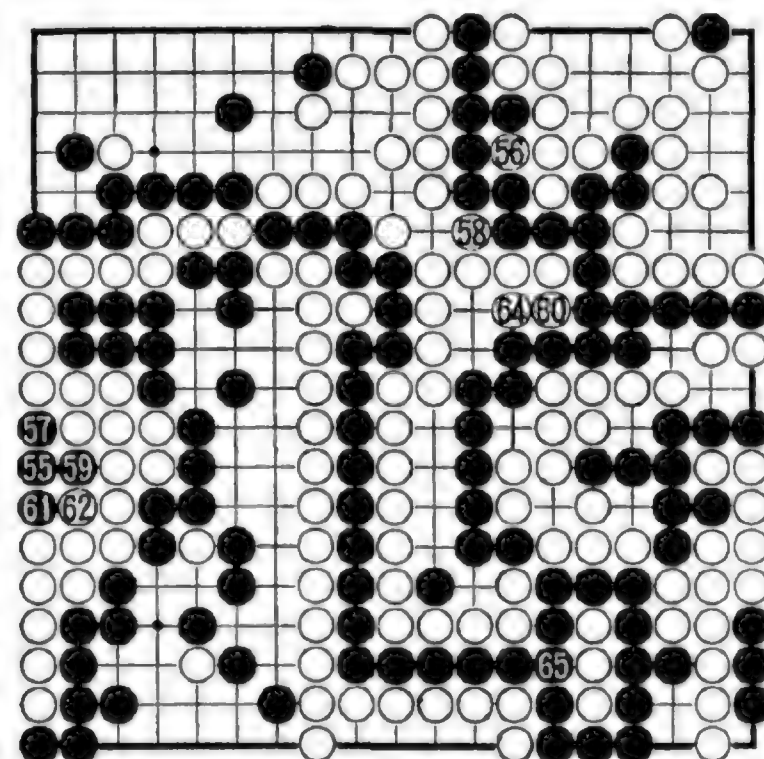
Dia. 5 (variation for 68 in Dia. 4). To review the conclusions so far: even if Black plays 'a' and 'b' on the right, White gets a seki with 'c'; neither Black nor White can capture at 'd'; if White starts a semeai with 'e' after Black 1, he loses by one move. That brings us to the question

of what happens if White plays 2 and 4. This variation is also very difficult. The sequence to 16 is forced, with Black sacrificing on a large scale with 13 and 15. Next –

Dia. 6 (continuation). Black 17 is the vital point. Another semeai begins.



*Dia. 6*



*Dia. 7*

63: at 55; 66: right of 65; 67: right of 55

Dia. 7 (Black wins). The moves to 67 follow. This time, in contrast to Dia. 4, White captures the black group in the upper right. Despite this loss, however, Black comes out way ahead overall.

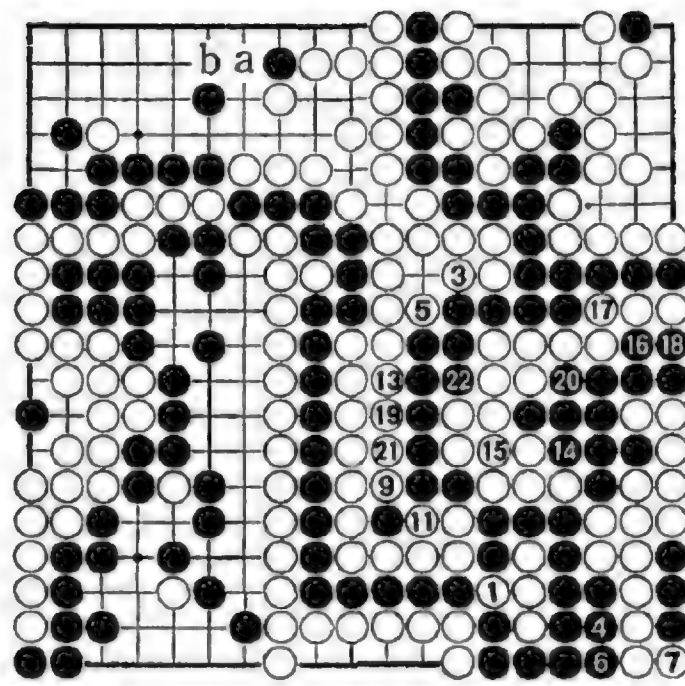
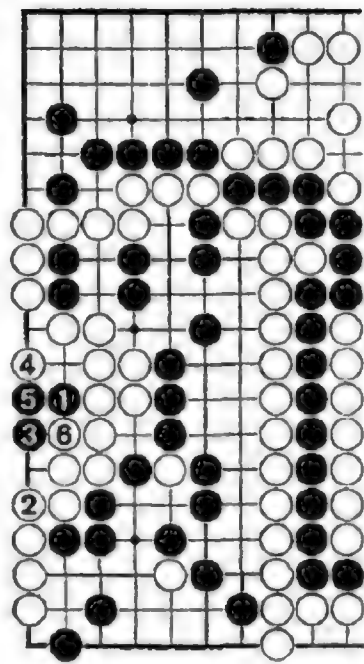
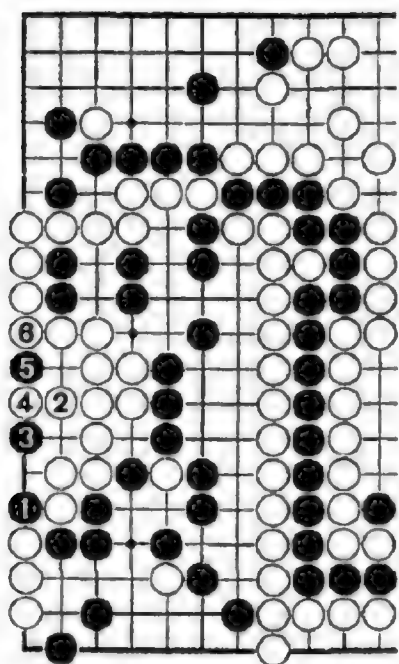
Instead of 17 in Dia. 6 –

Dia. 8 (White lives). Playing Black 1 here is a mistake. White lives with 2 and 4.

Dia. 9 (seki). If Black plays 1 here, White gets a seki.

Instead of White 64 in Dia. 7 –

Dia. 10 (Black wins). Since White loses the



game if he plays 64 in Dia. 7, he might consider fighting this semeai with 1 and 3. After 20, it is clear that Black also wins this fight by one move. If White continues with 'a', Black plays 'b' and wins by two points.

Well, how does the reader feel after his encounter with Meijin Inseki? I find his genius frightening. I have not seen another whole board problem worked out so precisely and so minutely. There is a dazzling range of tesujis: 25 and 26 etc. in Dia. 1, 65 and 66 in Dia. 2, 13 and 15 in Dia. 5 and 17 in Dia. 6. Then there is one proper seki and a bizarre pseudo-seki; and the capturing races ending in a one-move win for Black. Moreover, positional judgement of the whole board is

2: left of 1; 8: two spaces above 7;

10: above 7; 12: three spaces above 7

called for. The perfect combination of all these elements is why I consider this problem a masterpiece.

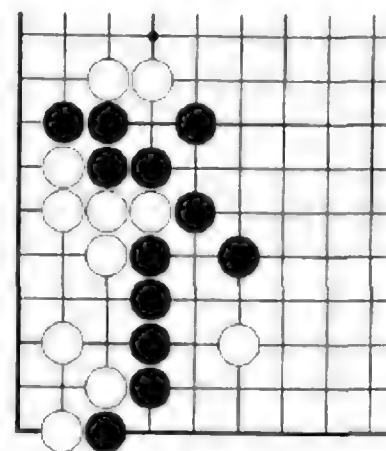
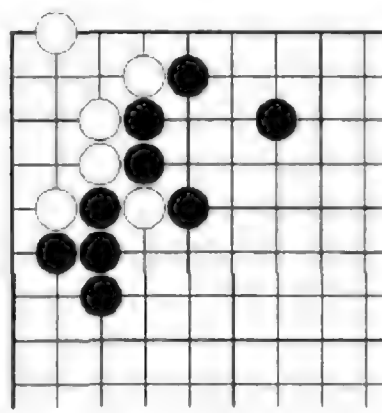
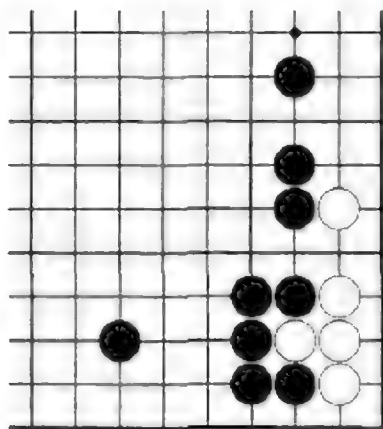
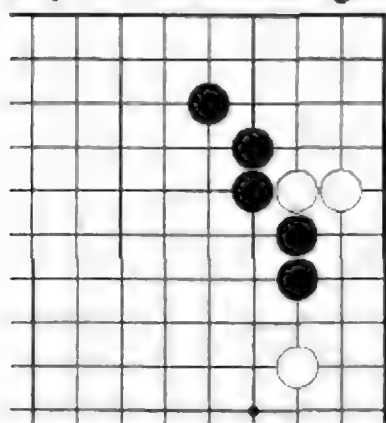
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*Editor's note.* There are 183 problems in the *Hatsuyoron*, including some other whole board problems (one of which ends with every group on the board in seki). Most of the problems are of the conventional life-and-death type, but they are very difficult: the easiest ones would be a tough workout for an amateur 5-dan. However, if you are interested in testing yourself or just want some high-level entertainment from Shuko's commentary, it is available from Ishi Press for ¥2,800.

## Life and Death Problems From Actual Play

## Nakaoka Jiro 7-dan

The following life and death problems are all taken from actual play and include positions which come up very frequently. The best way to improve your analytical ability is to read out the problems completely in your head, without playing any stones on the board. This may require some discipline, but it will not only make you stronger at problem-solving but will also benefit your general fighting ability in the middle game.



*Answers on page 50.*

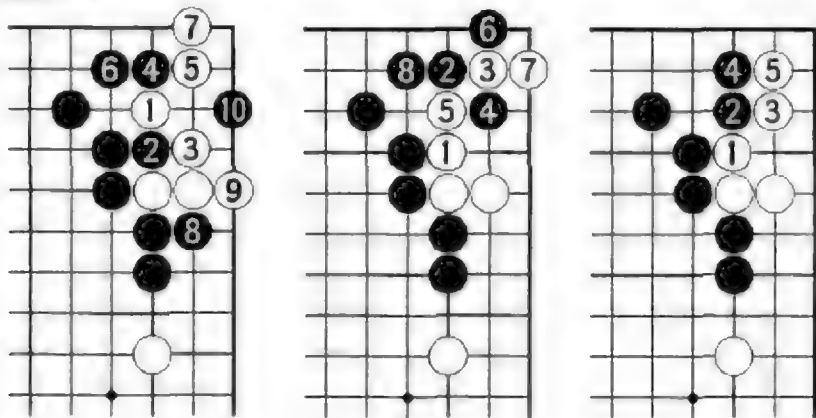


### Answer to Problem 1

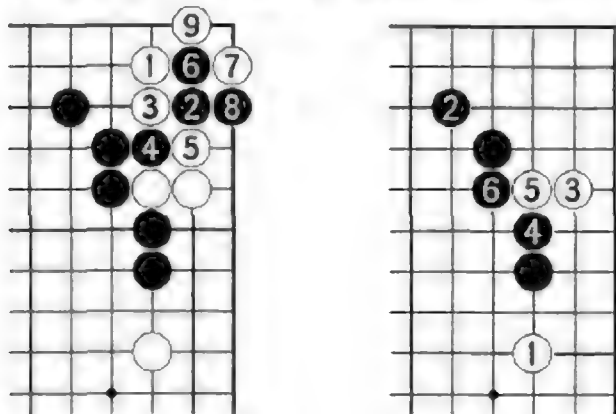
Dia. 1. One's first impulse is to play at 1, but this fails to secure life. Black reduces White to one eye with the sequence to 10.

Dia. 2. White 1 may be a more confusing move for Black to deal with, but if he coolly attacks from one step back with 2, he can still kill White. Instead of 2 —

Dia. 3. If Black hanes at 2, White lives with 3 and 5.



*Dia. 1: dead    Dia. 2: dead    Dia. 3: alive*



*Dia. 4: correct    Dia. 5*

Dia. 4. White 1 is the correct move. White gets a ko up to 9.

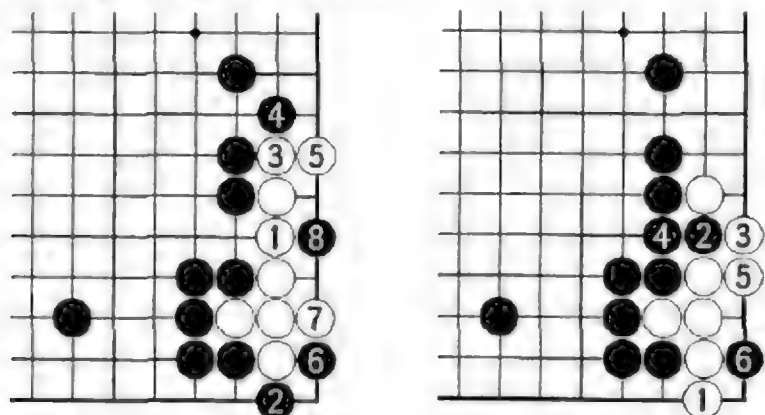
Dia. 5. The position arises from the 1–3 combination.

### Answer to Problem 2

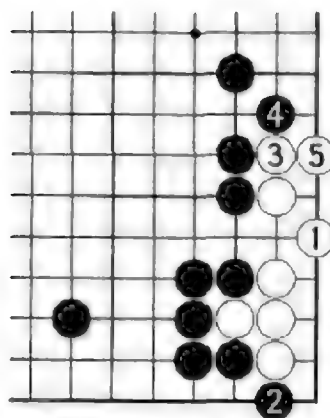
Dia. 1. If White connects at 1, Black kills him with 2 to 8.

Dia. 2. Descending at 1 is no better. Black again has no trouble killing White.

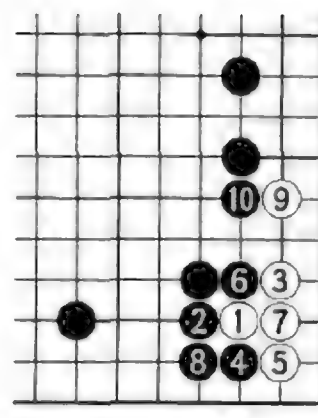
Dia. 3. Dipping down to the first line with 1 is the only way to live. If Black 2, White makes a second eye with 3 and 5, but if Black plays 2 at 3, White plays 2 and lives.



*Dia. 1: dead    Dia. 2: dead*



*Dia. 3: correct*



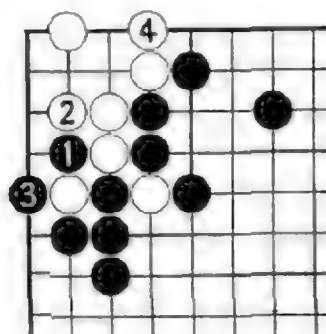
*Dia. 4*

Dia. 4. The position comes up when White invades at 1.

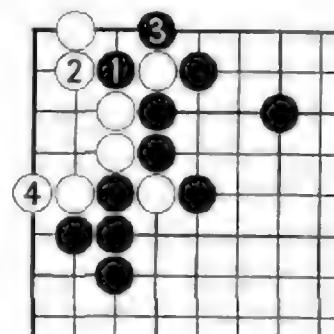
### Answer to Problem 3

Dia. 1. If Black captures with 1 and 3, White lives with 4.

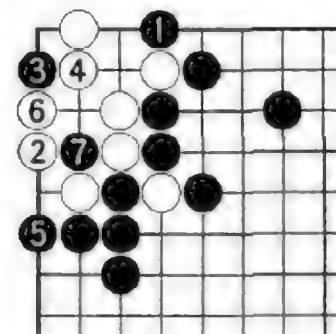
Dia. 2. If Black captures the other stone with 1 and 3, White again lives easily.



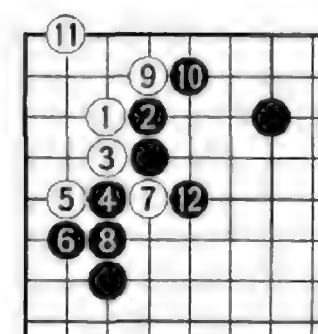
*Dia. 1: wrong*



*Dia. 2: wrong*



*Dia. 3: correct*



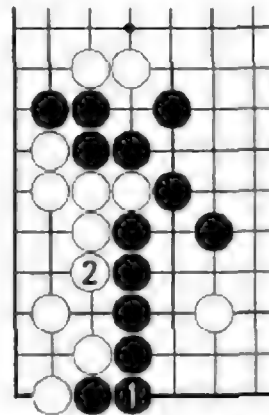
*Dia. 4*

Dia. 3. Black 1 is the key move. If White 2, Black 3 is the vital point. White cannot make two eyes.

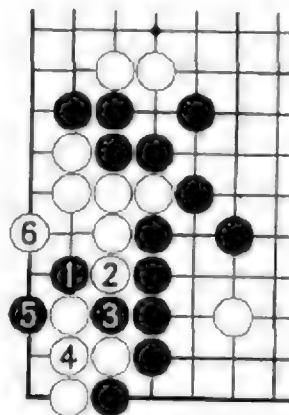
Dia. 4. The position comes up when White invades with 1 and 3.

### Answer to Problem 4

Dia. 1. If Black connects at 1, White lives with 2.



*Dia. 1: wrong*



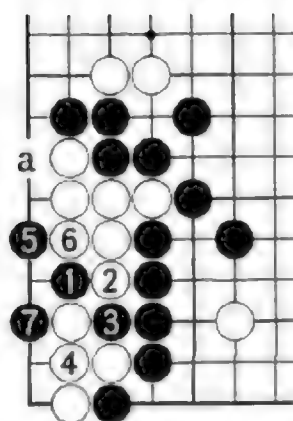
*Dia. 2: 5 is wrong*

Dia. 2. The 1–3 combination is a tesuji, but Black 5 is wrong: it lets White live with 6.

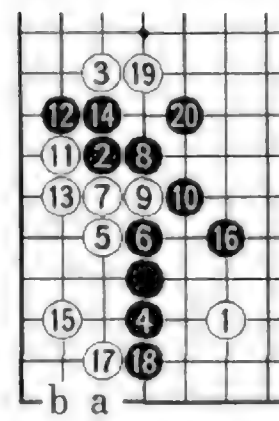
Dia. 3. Playing 5 here is important. If White 6, Black gets a ko with 7. If White plays 6 at 7, Black captures him with 'a'.

Dia. 4. This is a traditional joseki in handicap games. White invades at 5 and the sequence to 20 follows. Black has subsequently exchanged 'a' for White 'b'.

(‘Igo Kenkyu’, December 1956)



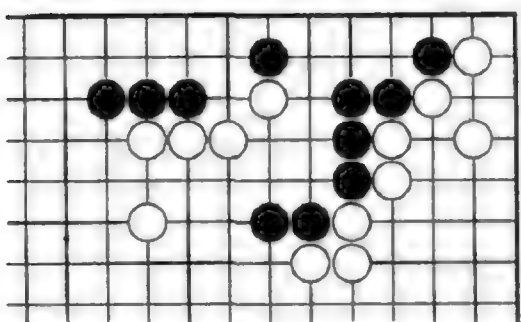
Dia. 3: correct



Dia. 4

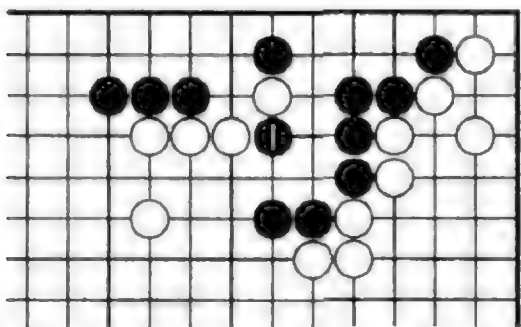
## Good and Bad Style

Black to play

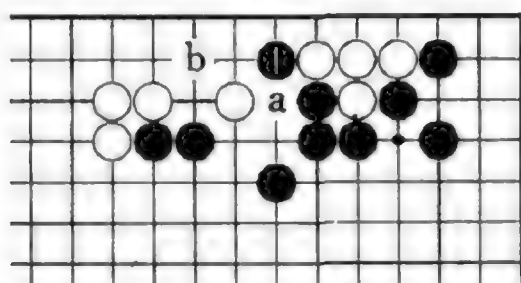




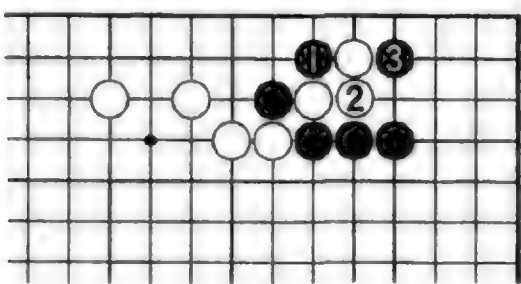
## Correct Style



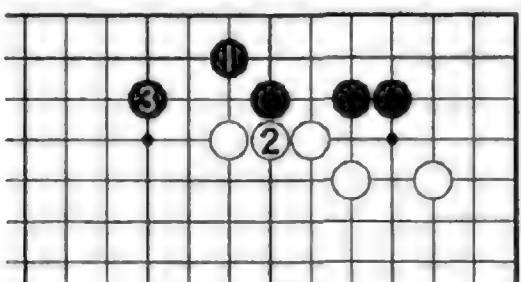
Black 1 is an exquisite move which protects Black's weaknesses above and below.



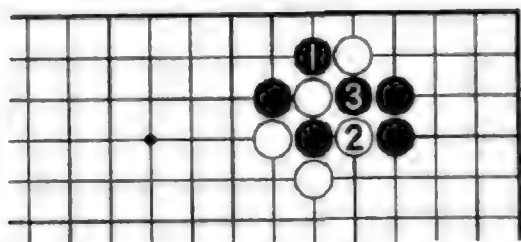
Black 1 is more subtle. If White 'a', Black jumps in at 'b'! The reader can confirm for himself that White has no good answer.



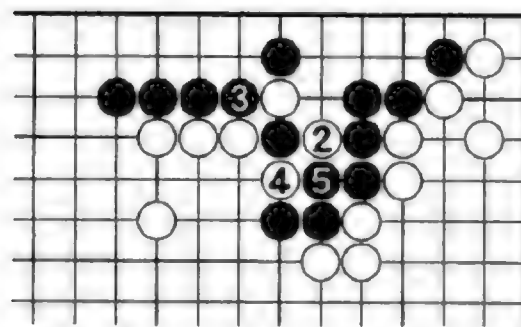
Sacrificing a stone with 1 is a more sophisticated approach. This sets up the contact play at 3.



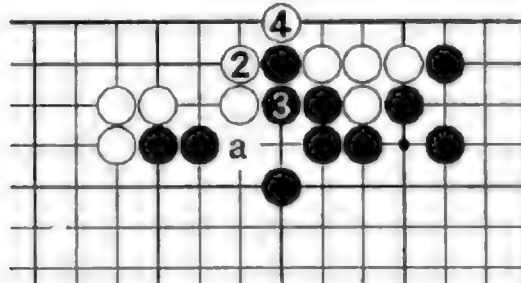
Black 1 makes correct shape. If White plays 2 to stop Black from pushing through and cutting, Black moves out with 3.



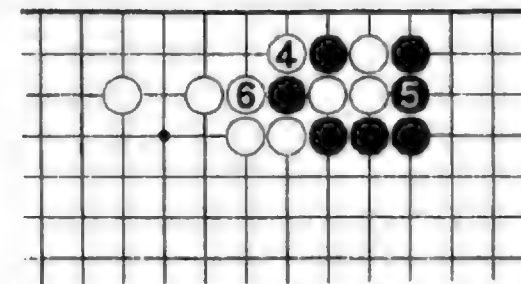
Giving a counter-atari at 1 is correct style. If White 2, Black plays 3 and gets a good, efficient shape.



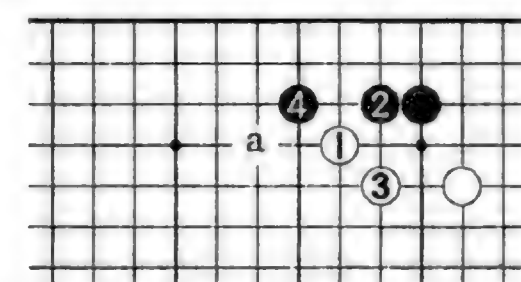
If White 2, Black counters with 3 and 5. His sacrifice has proved very useful.



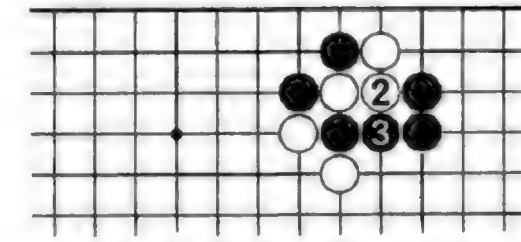
In practice, White will have to answer at 2. After 4, Black 'a' is sente. White loses a lot of points on the edge.



Black 5 is also sente. Black gets flawless shape in the corner.



The position arises from this traditional joseki. Black 2 is a way of avoiding the complexities of the taisha joseki. After 4, White 'a' is good shape.



If White 2, Black connects at 3, and White has no good continuation. White will have a hard time settling his stones.

## In the next issue of 'Go World'

### Two new series

'After the Joseki' by Miyashita Shuyo 9-dan: the follow-up moves to aim at after completing a joseki. 'Good and Bad Shape' by Magari Reiki 9-dan: an analysis of the principles of good shape, with illustrations from professional games.

### Tournament Go

The 7th Gosei Title — the all-conquering Cho meets a reverse at the hands of Otake.

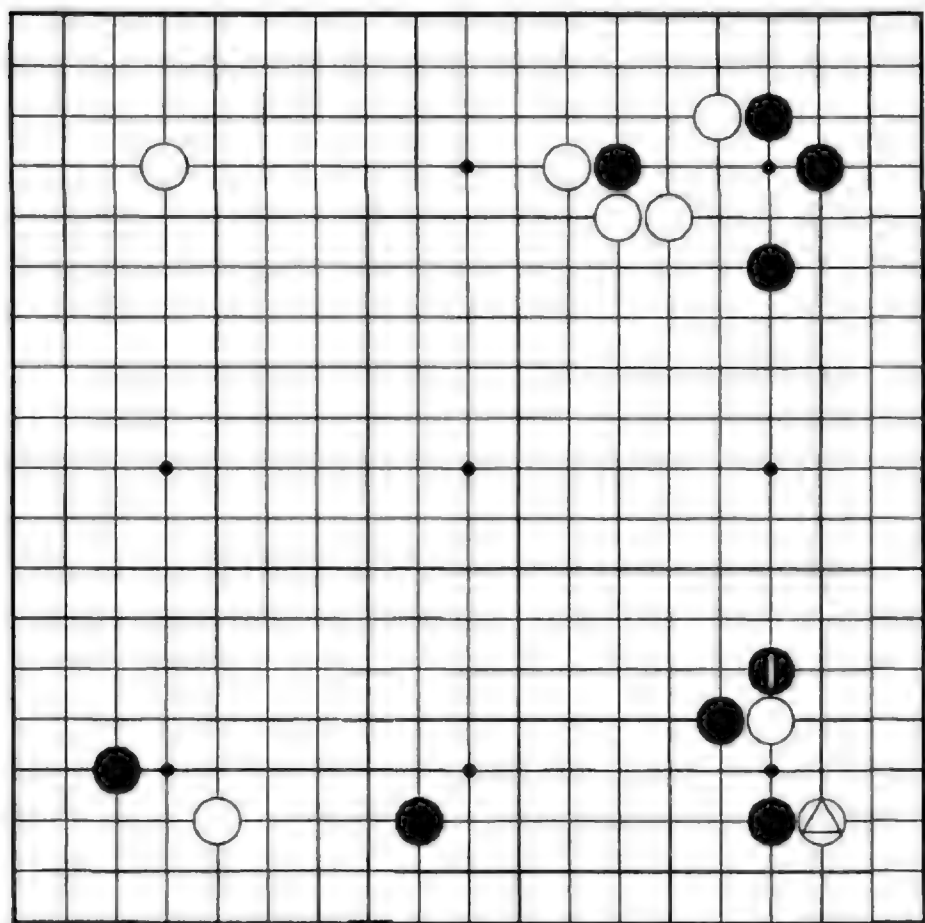
The 7th Meijin Title — Cho takes his revenge, rebuffing Otake's challenge 4-1.

Together with all our regular features

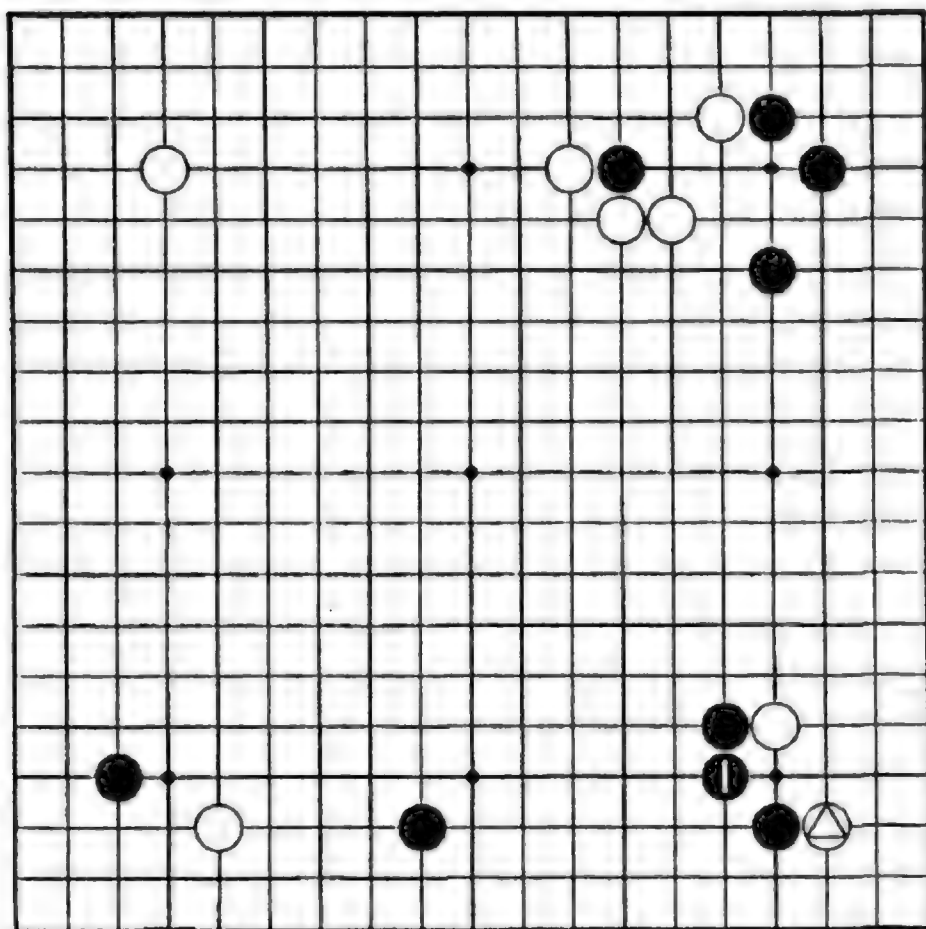
# The Great Joseki Debate

Honda Kunihisa 9-dan

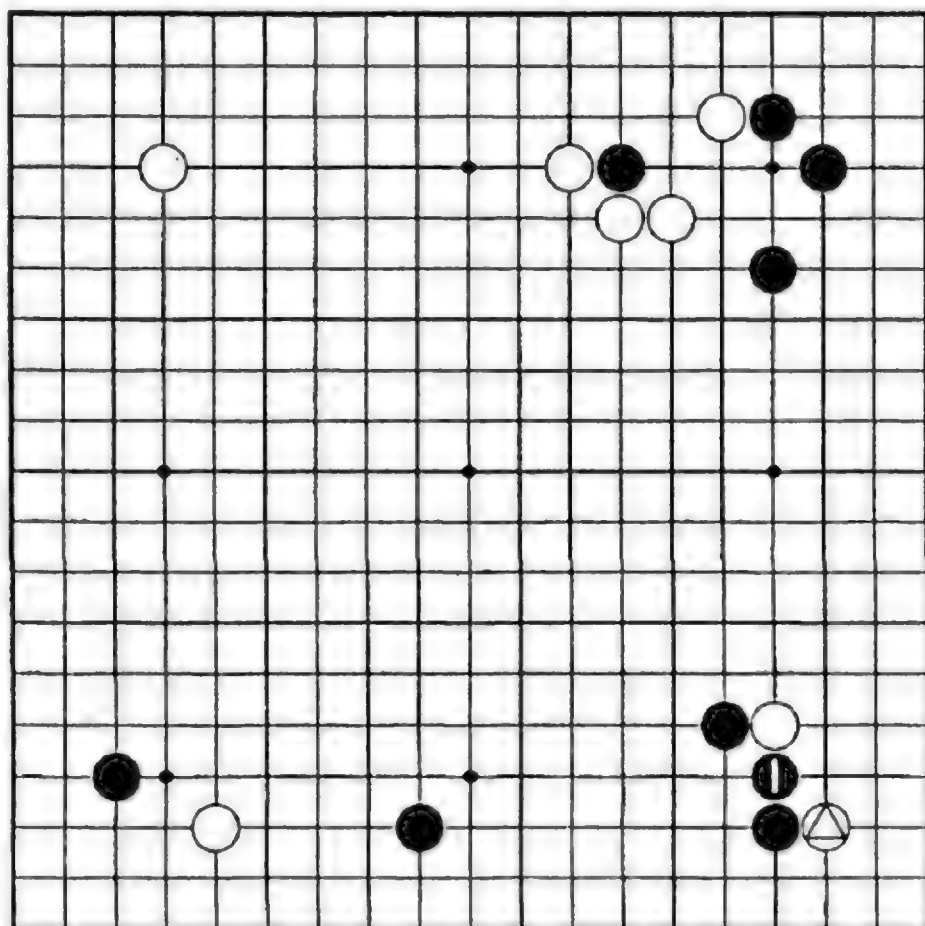
How to choose a joseki in relation to the board as a whole is the theme of this debate. White has just played the triangled stone in the lower right corner, and three proposals are being made for Black's next move. Which one do you think fits the opening best?



*Dia. A*



*Dia. B*



*Dia. C*

A: In this position, it's better not to worry too much about corner profit. I think the best approach is to build influence along the right side and toward the center. The hane at 1 is the right move here.

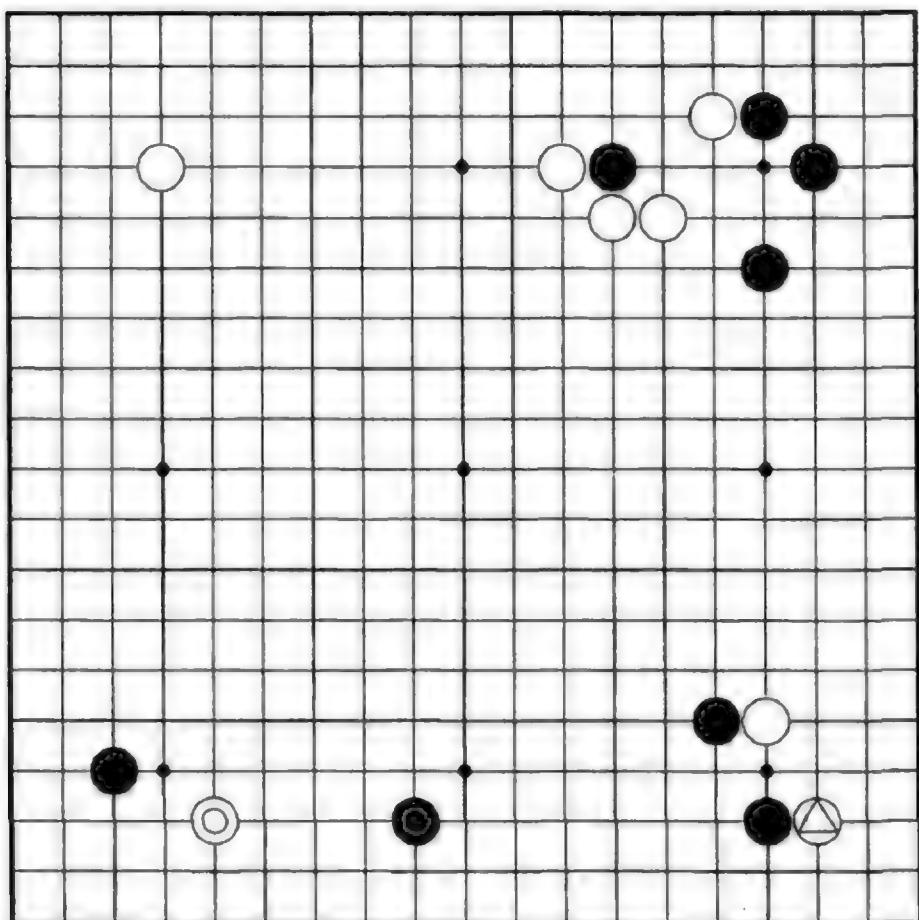
B: I can't agree. Black should emphasize the bottom, not the right side. It may look a little lukewarm, but I think pulling back is just right for this fuseki.

C: I'll say it's lukewarm! You'd never see me playing such a move. Black has stones in the upper right and another stone at the bottom, so it's obvious he's got to fight. He should push in at 1 and make White sweat a little.

## Fuseki Analysis

Josekis work effectively in a certain direction. Therefore, when choosing a joseki for a particular opening, it is necessary to look at the positions along the adjacent sides or in the adjacent corners. The opposite corner usually needs to be considered only when a ladder is involved. In this issue's fuseki (fuseki diagram, next page), the positions in the upper right corner and at

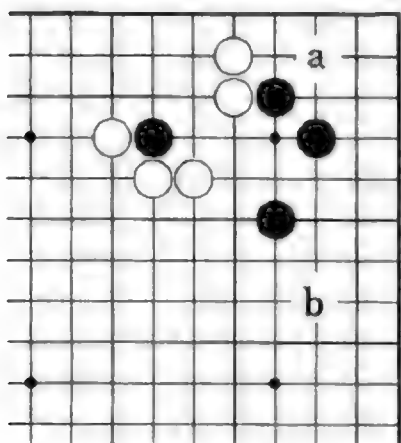




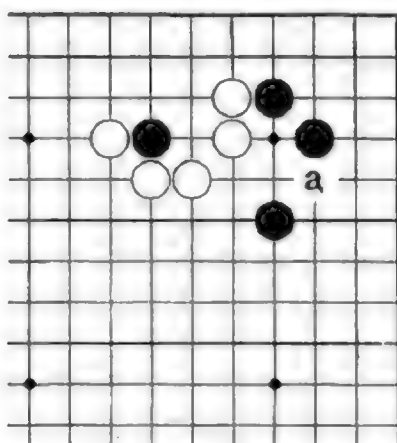
### Fuseki Diagram

the bottom will determine the choice of joseki.

In the upper right corner, a variation of the high one-space pincer has been played. Black has made a solid position and taken corner profit while White has built outer strength along the upper side and toward the center. Black cannot hope to turn the right side into a moyo because of White's thickness. Also, the solidity of his position makes a move on the side non-urgent for both sides. If the white position had another stone, however, the situation would be different. For example, in Ref. Dia. 1 the white block at 'b' is severe because White can jump in at 'a', and in Ref. Dia. 2 White can strike at 'a'.

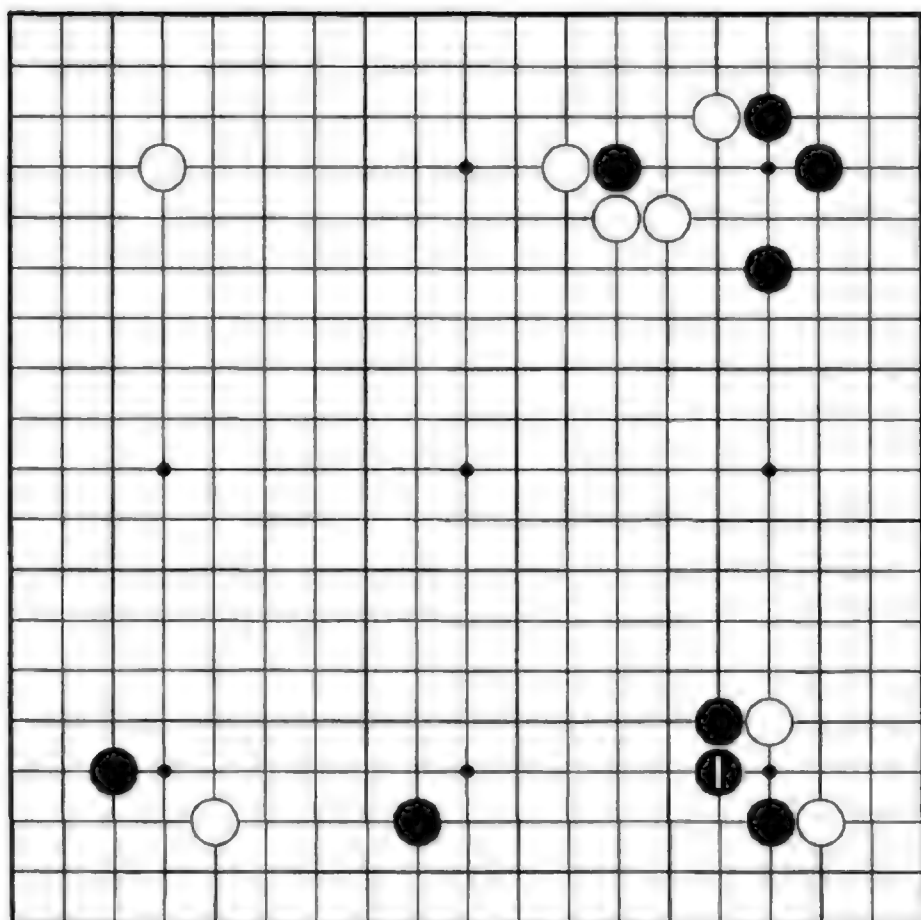


*Ref. Dia. 1*



*Ref. Dia. 2*

At the bottom, the circled black stone is attacking the circled white stone by pinching it against the black corner stone. Black must strengthen the lower right corner in such a way as to make his circled stone an even more effective attacking move.

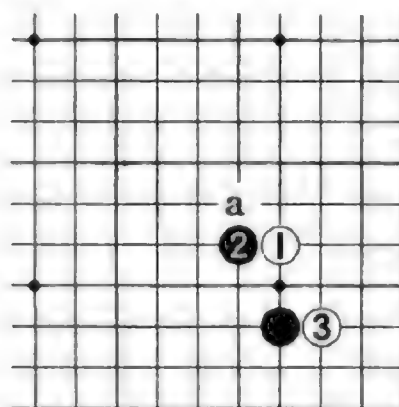


*Dia. 1*

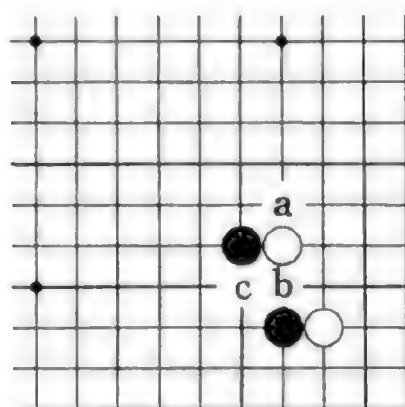
## B Wins the Debate

Black 1 in Dia. 1 is the move that emphasizes the bottom and treats the right side lightly. Neither of the other two moves suggested fits the fuseki very well.

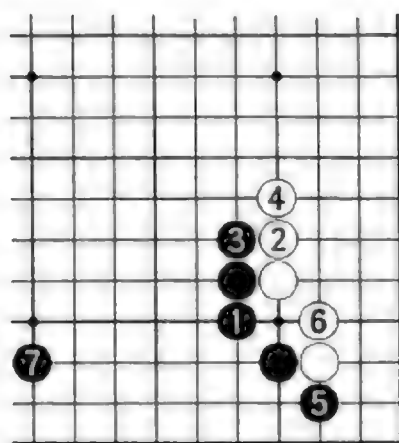
The position in the lower right corner comes about when White counterattacks at 3 (instead of the more common hane at 'a') in Dia. 2 after Black has attached on the outside at 2 against White's high approach. Both sides must be careful because a ladder, which is explained later, appears in one of the variations.



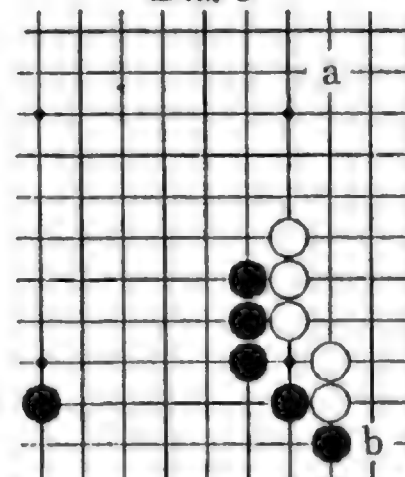
*Dia 2*



*Dia. 3*



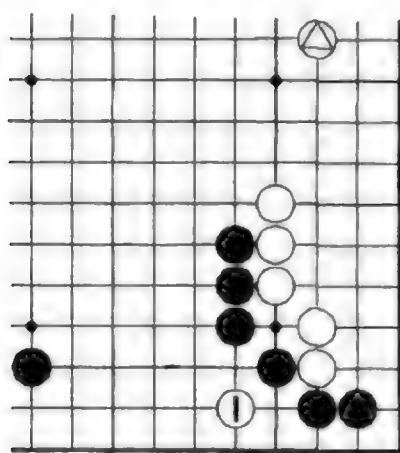
*Dia. 4*



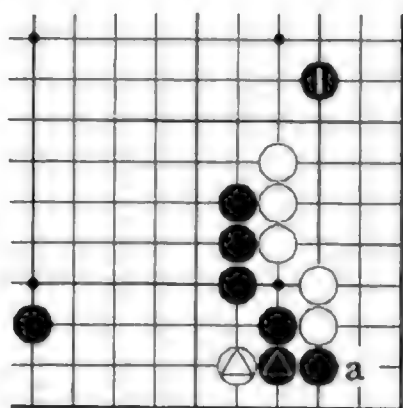
*Diag 5*

Black can answer White 3 at 'a', 'b' or 'c' in Dia. 3. The pullback at 1 in Dia. 4 is a peaceful move that has few variations. White 2 is the only move and the development to Black 7 is straightforward. After 7 the extension at 'a' in Dia. 5 and the hane at 'b' are miai for White.

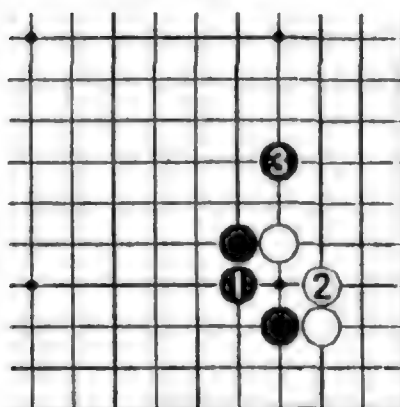
Black usually holds off forcing White to choose one or the other until he has first made some preparations. For example, if Black makes the marked exchange in Dia. 6, White easily secures a foothold for an invasion by peeping at 1. Compare this to Dia. 7 where White has peeped immediately. Because of the marked exchange there White cannot settle his stones with the hane at 'a' when Black attacks with 1.



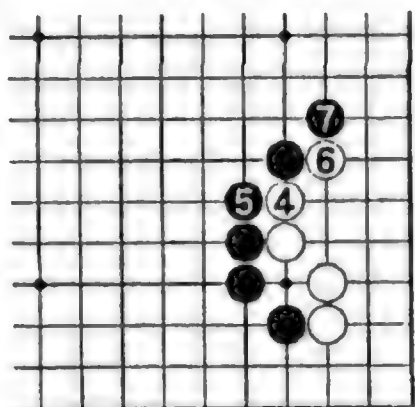
*Dia. 6*



*Dia. 7*



*Dia. 8*

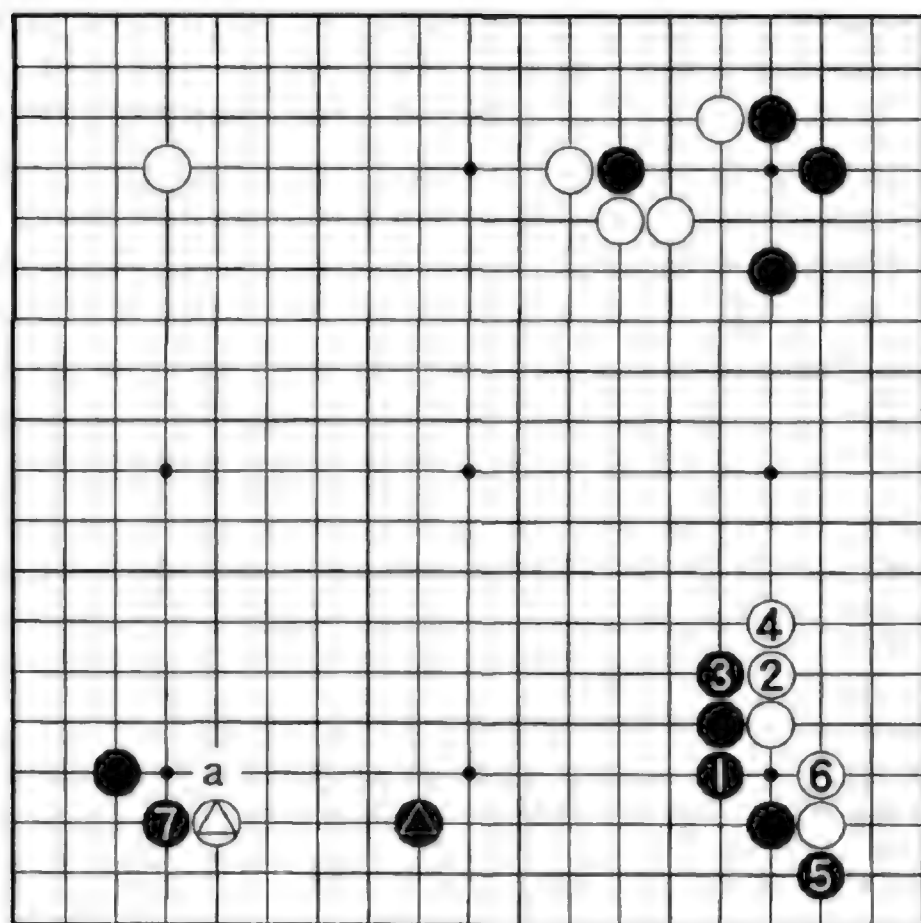


*Dia. 9*

Switching White 2 in Dia. 4 to 2 in Dia. 8 is unsatisfactory because Black is able to play the knight's move at 3. In the sequence to 7 in Dia. 9, Black has pushed White down with a two-step hane.

When the variation in Dia. 4 is played out in this issue's fuseki, the marked black stone in Dia. 10 becomes an excellent combination of extension and pincer. Since Black keeps sente, he can attack the marked white stone with 7, an attack which should allow him to solidify his territory at the bottom naturally.

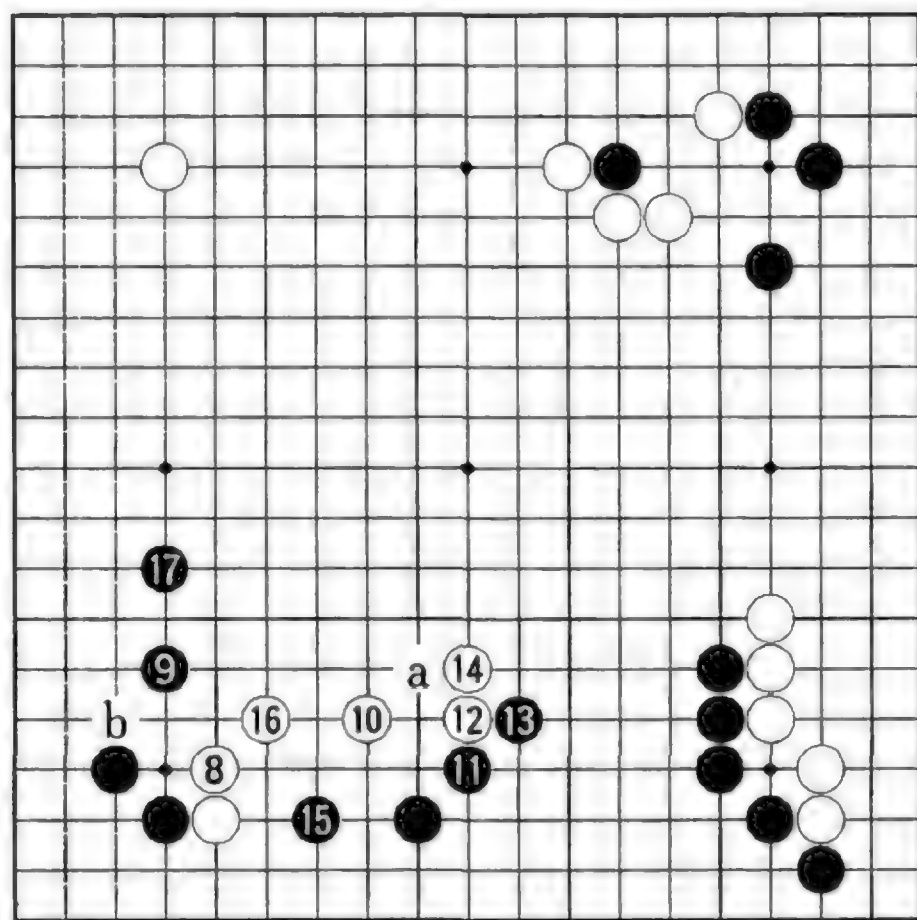
In the continuation given in Dia. 11, White cannot omit 8. Black 9 is a fixed shape, but more important, it keeps up the attack on White. Since Black 11 aims at 'a', White protects by attaching and extending with 12 and 14. After



*Dia. 10*

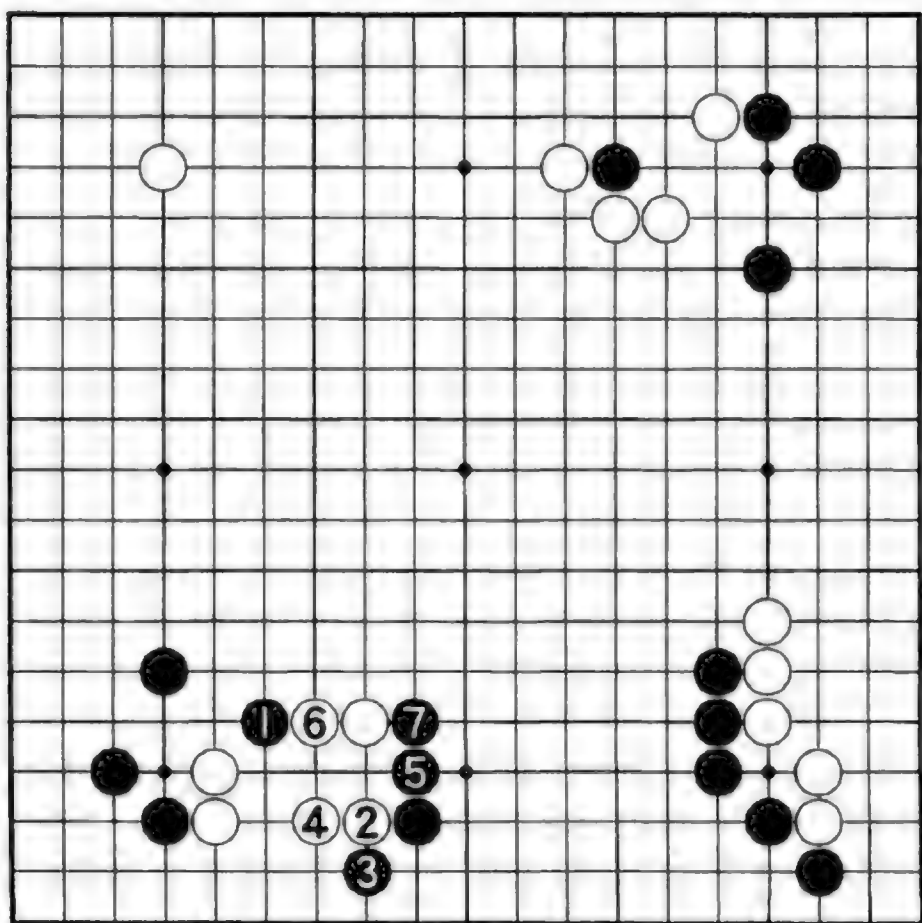
Black forces White 16 with 15, he fixes up his shape with 17 (if omitted, White 'b' is severe). With solid territory at the bottom, good shape on the left, and a white group to attack, it is clear that Black has taken complete control of the game.

Instead of 11 in Dia. 11, Black 1 in Dia. 12 (next page) is also a powerful move. White probably has to answer at 2, after which Black plays all-out up to 7. From the point of view of efficiency, this result may even be superior to the



*Dia. 11*





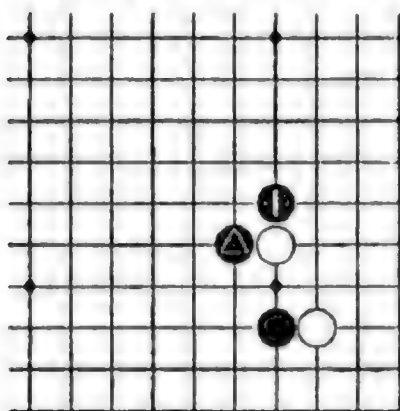
*Dia. 12*

one in the previous diagram. Whichever the case, however, Black's success can be attributed to his choice of joseki in the lower right corner.

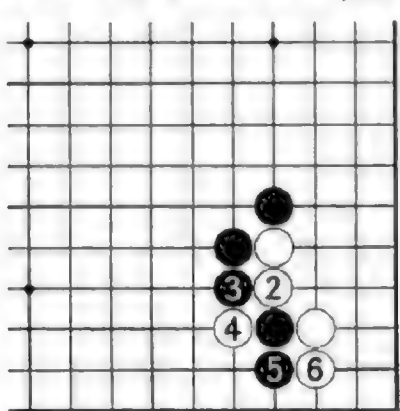
#### A's Proposal

The hane at 1 in Dia. 13 is an appropriately spirited move since White has not answered the marked black stone directly. After White cuts at 4 in Dia. 14, Black follows the proverb by increasing the sacrifice to two stones. His intention is to gain time, as well as compensation for the extra sacrifice stone.

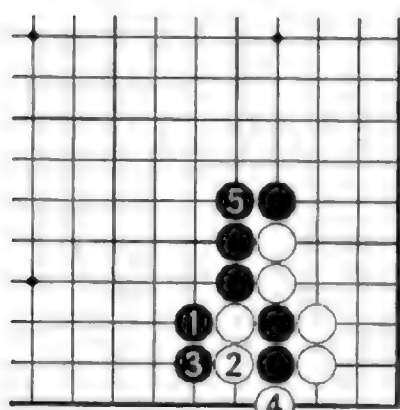
When White blocks from the inside with 6, the



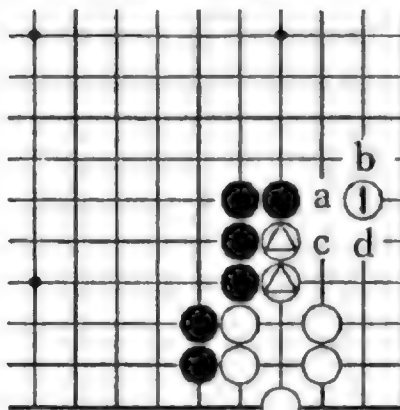
*Dia. 13*



*Dia. 14*



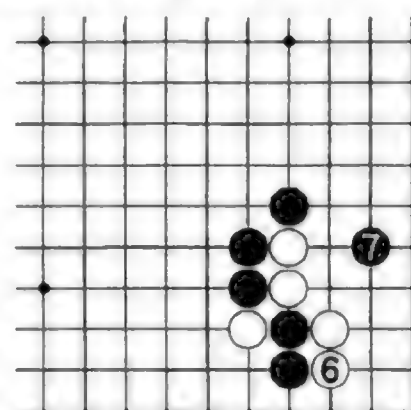
*Dia. 15*



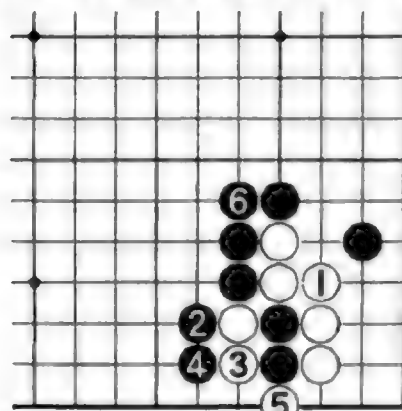
*Dia. 16*

joseki reaches a critical point. If Black forces from the outside with 1 and 3 in Dia. 15 and then connects at 5, he will not get full value for his sacrifice stones. The reason is that White is able to slip out along the side with 1 in Dia. 16. If Black tries to stop him with 'a' and 'c', White discards the two marked white stones with 'b' and 'd' to maintain his presence on the side.

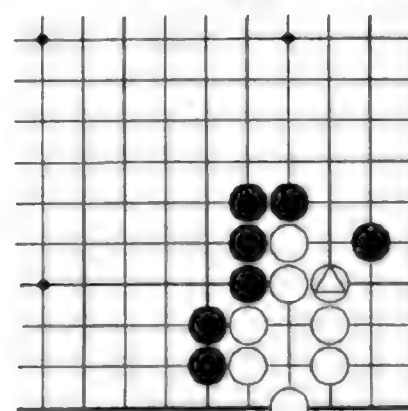
After White 6 in Dia. 17, this Black 7 hits the vital point with perfect timing. If White connects at 1 in Dia. 18 and the same sequence as before is played, the marked black and white stones in Dia. 19 be-



*Dia. 17*



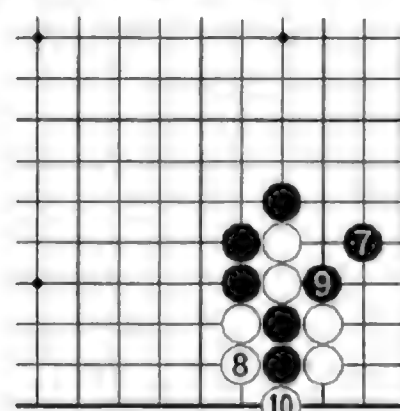
*Dia. 18*



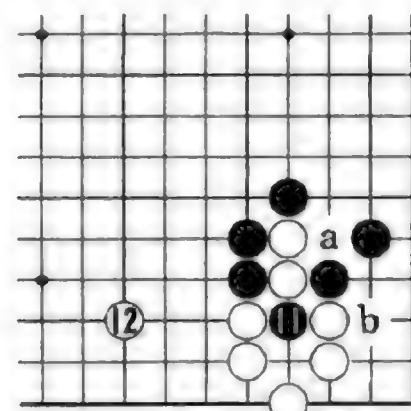
*Dia. 19*

come an ideal forcing exchange for Black that denies White access to the side.

White therefore answers Black 7 at 8 in Dia. 20. After White captures two stones, Black throws in at 11 in Dia. 21 (he must not be tempted to atari at 'a') and White extends to 12 to conclude the joseki.



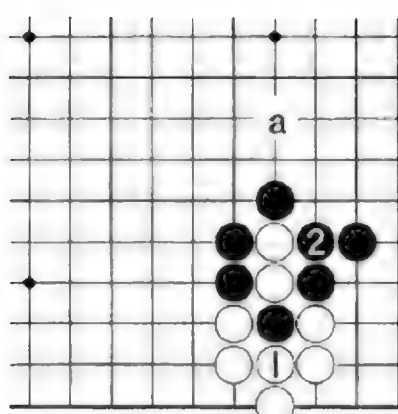
*Dia. 20*



*Dia. 21*

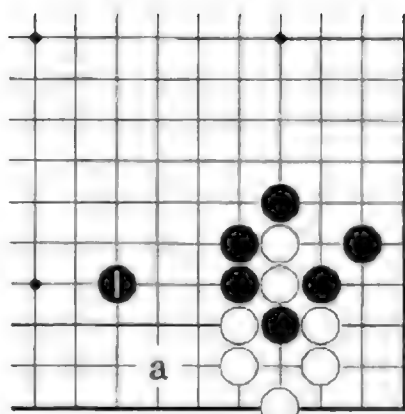
Capturing at 1 in Dia. 22 leads nowhere since White only gets a dumpling shape. The situation changes, however, if White can position a stone around 'a'; in this case, it is now White who becomes strong and Black who comes under attack.

White can also consider omitting 12 in Dia. 21, but Black 1 in Dia. 23 becomes an excellent point for Black. White usually answers at 'a' in this case, but he could even tenuki again without

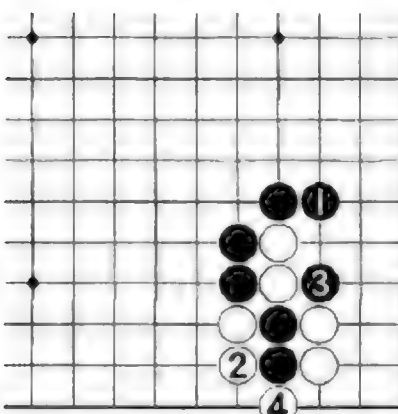


*Dia. 22*

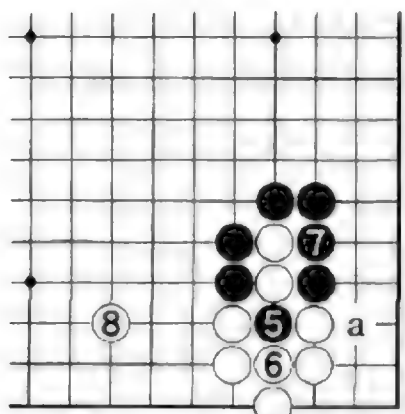
3: connects



*Dia. 23*



*Dia. 24*

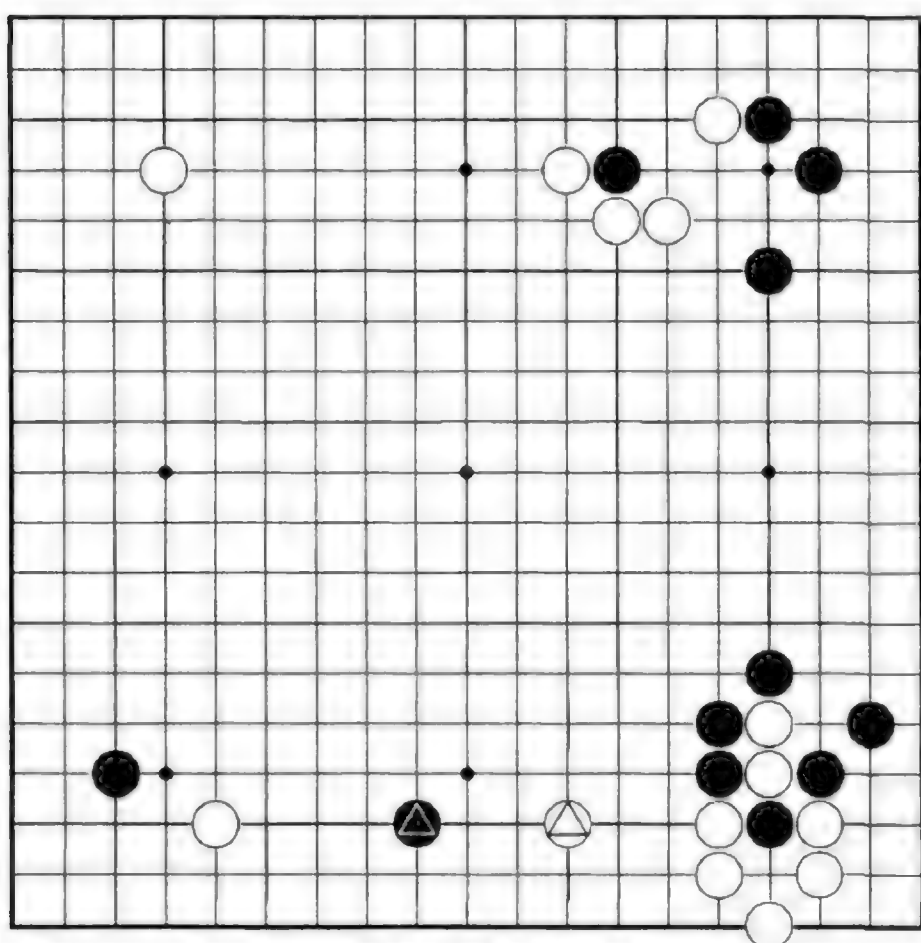


*Dia. 25*

his group dying. Even so, Black would seal him in at 'a' and create impressive thickness.

One last point to consider is that if Black descends at 1 in Dia. 24 (missing the vital point at 7 in Dia. 17) and squeezes to 7 in Dia. 25, White still extends to 8. This result is inferior for Black because he has lost flexibility in the corner (compare 'b' in Dia. 21 and 'a' in Dia. 25).

Playing out the variation in Dia. 21 against the fuseki diagram gives Dia. 26, where White has just extended with the marked white stone. It is obvious that the marked black pincer has lost its

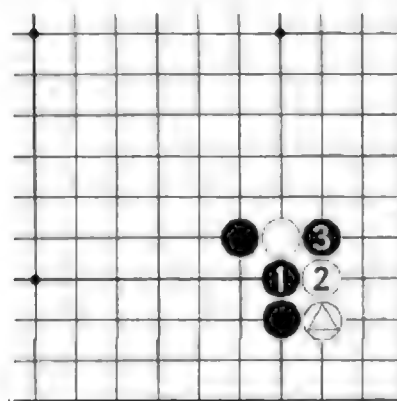


*Dia. 26*

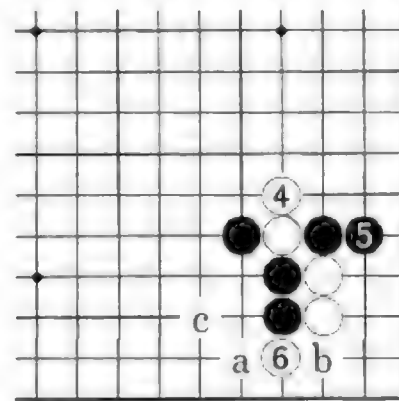
meaning as an attacking move. Choosing this variation shows poor judgment.

### C's Proposal

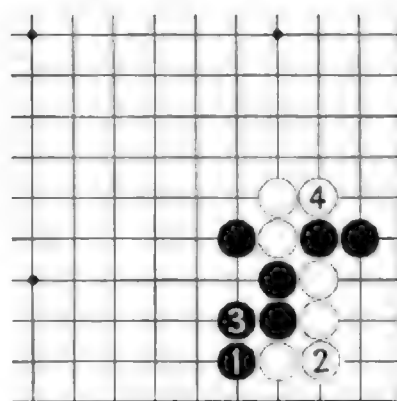
Black 1 and the cut at 3 in Dia. 27 are fighting moves. Depending on a ladder, this combination can be severe, so White must be careful when he chooses to attach in the corner with the marked stone.



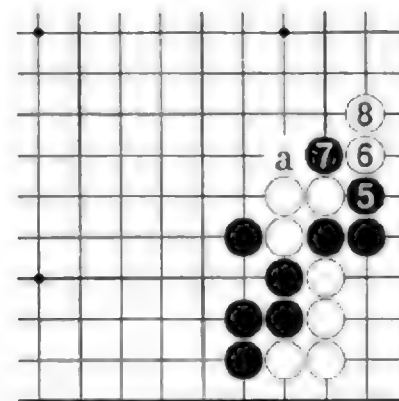
*Dia. 27*



*Dia. 28*

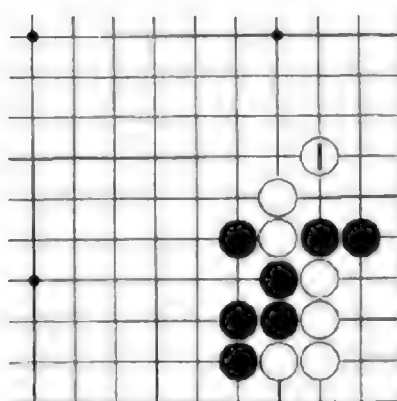


*Dia. 29*

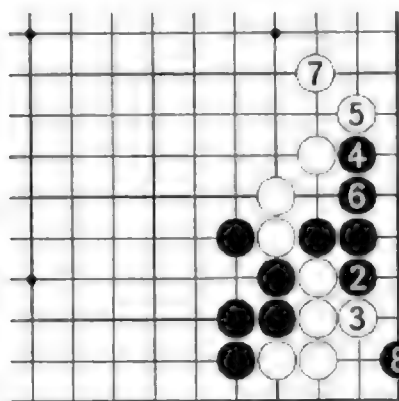


*Dia. 30*

The moves to 6 in Dia. 28 are all necessary. After White 6, Black can choose between blocking at 'a' or cutting at 'b' ('c' is also possible, but is the same as 'b'). When the ladder favors him, he will choose blocking at 1 in Dia. 29. White wants to turn at 4, but he cannot because the cut at 7 in Dia. 30 sets up the ladder at 'a' after White 8. White therefore has no choice but to give way at 1 in Dia. 31. In the sequence up to the placement at 8 in Dia. 32, Black has taken the corner while White has gotten nothing in return. Since this variation assumes the ladder to be favorable for White, it is seldom seen in actual play.

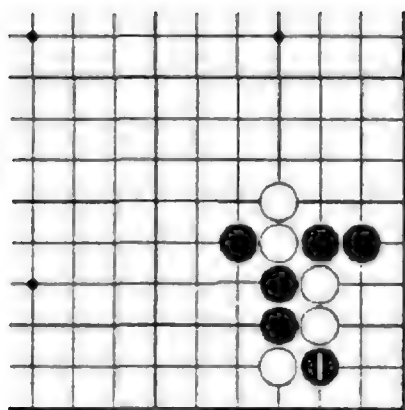


*Dia. 31*

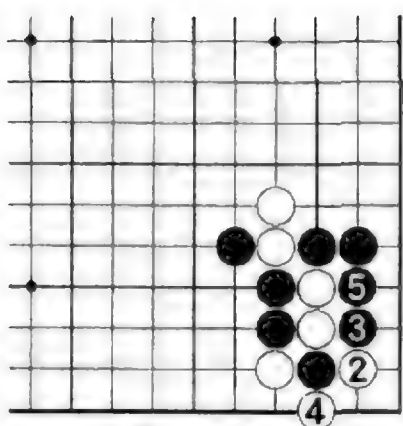


*Dia. 32*



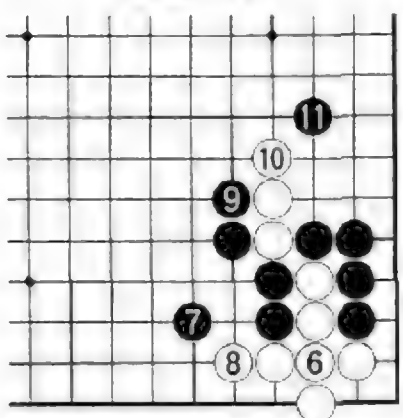


*Dia. 33*



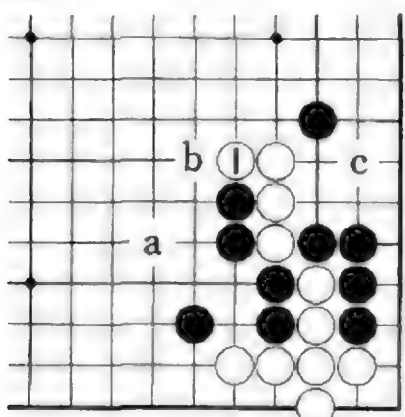
*Dia. 34*

With the ladder favoring White, Black will cut at 1 in Dia. 33 after White 6 in Dia. 28. After White 2 in Dia. 34, Black squeezes to 5 and then makes shape with 7 in Dia. 35. After the moves to

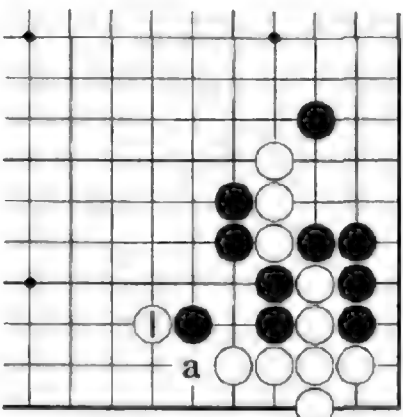


*Dia. 35*

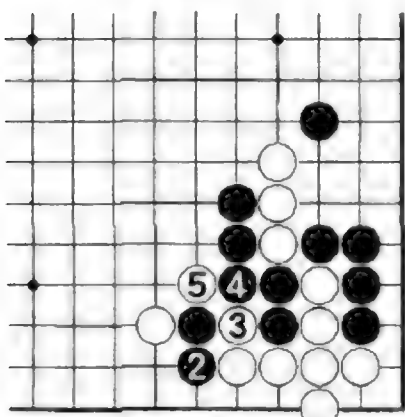
Black 11 there are no established patterns. The straightforward move is White 1 in Dia. 36. White is aiming at 'c', but he must not forget that he is not yet completely alive in the corner. Black usually answers at 'a', but the hane at 'b' has also been seen. At this stage there is no way to predict the outcome of the fighting.



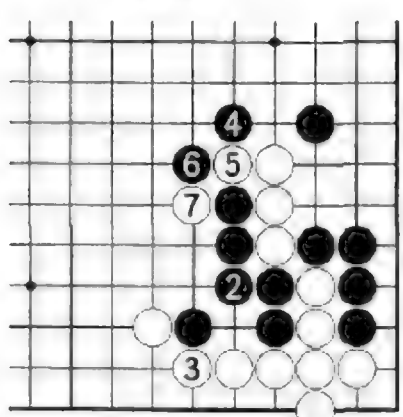
*Dia. 36*



*Dia. 37*

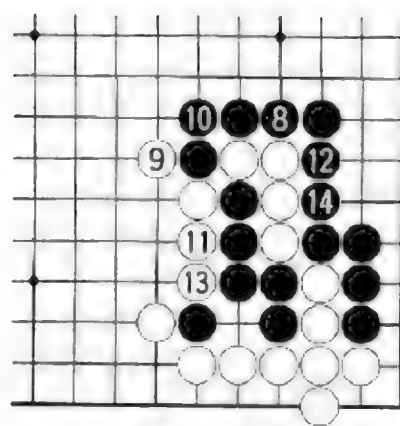


*Dia. 38*

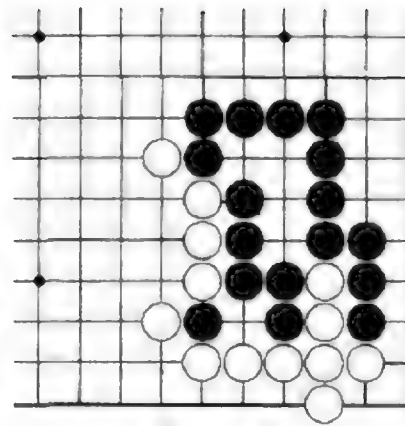


*Dia. 39*

After Black 11 in Dia. 35, White has a way to compromise, if he chooses to do so. This is the attachment at 1 in Dia. 37 (not the crawl at 'a', which Black will be happy to answer at 1). Black's continuation at 2 in Dia. 38 would be a mistake, so he must connect at 2 in Dia. 39 and ('Gekkan Gogaku,' April 1981. Translated by David Thayer.)



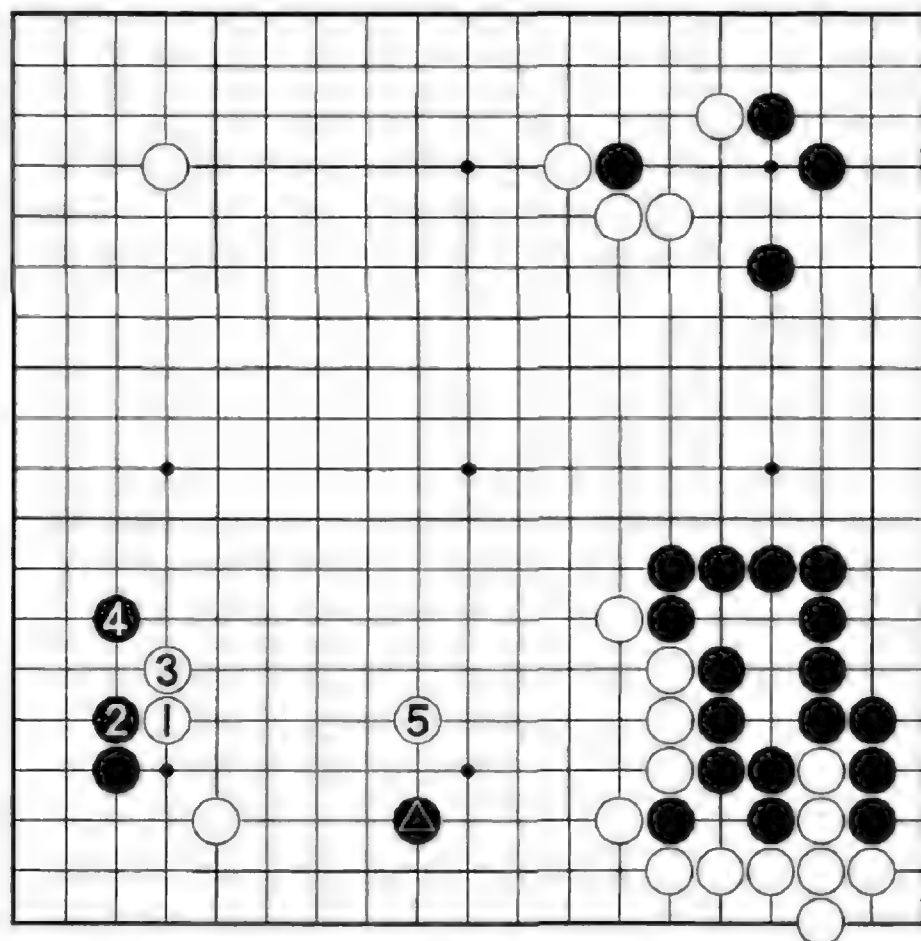
*Dia. 40*



*Dia. 41*

let White link up with 3.

Although White cannot put his stones in motion after Black-4, he can use them as sacrifice stones to build outer influence by pushing through and cutting with 5 and 7. He squeezes Black in the sequence to Black 14 in Dia. 40, forcing Black to remove the four white stones. The final result, with the captured stones taken off the board, is shown in Dia. 41. White has done well getting his stones out, but Black has profited locally.



*Dia. 42*

This is the variation that White could choose for the fuseki in the fuseki diagram. (Black cannot play Dias. 29 and 30 because the ladder favors White.) Taking sente after Black captures four stones in Dia. 42, White presses Black with 1 and 3 on the left before capping at 5. The marked black stone, originally an attacking stone, has now come under siege. Black's slight profit on the right has not been worth it.

## Go in China (iii)

John Fairbairn

Just how strong the old Chinese players were is a question that has fascinated Japanese past and present, though their fascination seems to evaporate at the answering stage.

Kuo Pai-ling, featured in the previous issue, was probably at least the equal of Honinbo Sansa. Go Seigen elicited no response to his assertion that Huang T'ung-tzu (see GW27) excelled even Honinbo Dosaku.

It has to be said, though, that the old Japanese players were bolstered in their complacency by the Ryukyuan who, on two occasions, visited Japan and played with the leading players. Unlike the Japanese, who were forbidden to travel overseas during the Edo period, the Ryukyuan were able to travel to China, where they also played the top players. It was their opinion that the Japanese were ahead of the Chinese by roughly three points, but they never played the very top Chinese masters.

The first chance for go masters of both nations to compare themselves with each other did not come until 1912, in the declining days of the Ch'ing dynasty. In October of that year the Japanese professional Takabe Dohei, then 4-dan, visited China and played their top players, Chang Lo-san and Wang Yun-feng.

According to Go Seigen, writing in the Yomiuri newspaper in August 1954, the level of go in China had sunk to its lowest point by the end of the Ch'ing, showing a continuous decline from the days of Huang, broken only by the games of Fan Hsi-ping and Hsu Hsing-yu. At any rate Takabe's first games with Chang and Wang, even with Takabe taking white, were too one-sided, so the Chinese then agreed to take two stones.

Chang, who was the stronger, lost his first two-stone game by three points (Chinese counting) and in a further 72 games at the same handicap won only 13.

That first game, which might be regarded as the first serious game between China and Japan, is given below. Chang of course exhibits the usual Chinese disregard for the niceties of go theory in the opening.

The record of this game says White won by  $3\frac{1}{2}$  points. Watanabe Hideo, the Japanese professional player and go historian, believes this is a mistake for  $1\frac{1}{2}$  points. I make it three points (in Japanese-style counting White has won by 5). This, therefore, seems to be an appropriate place to talk about handicap go in China.

The system of starting an even game with two stones each on the opposing corner star-points is

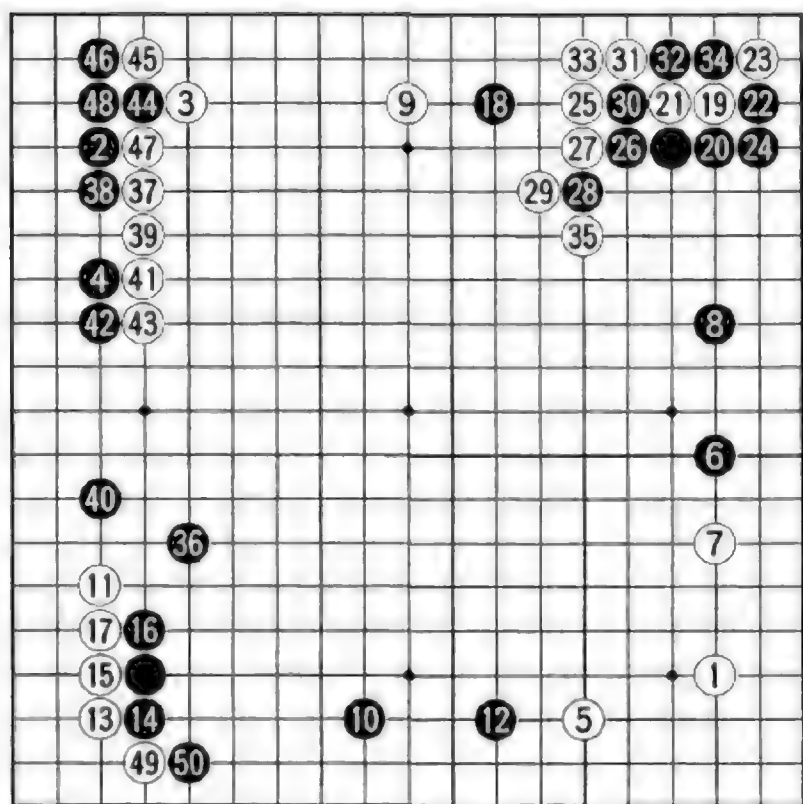


Figure 1 (1 – 50)

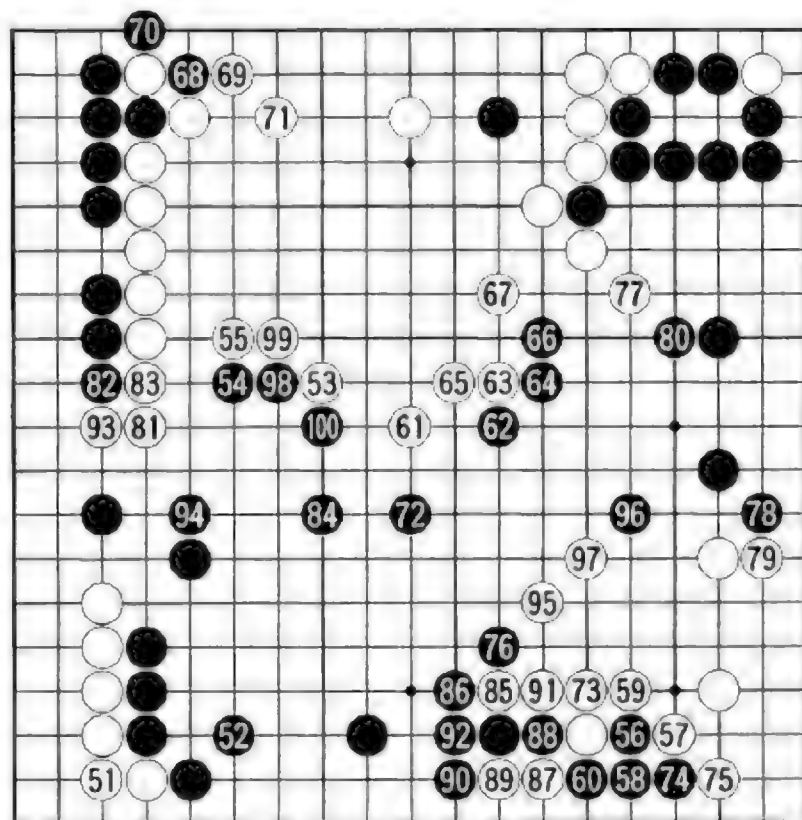


Figure 2 (51 – 100)



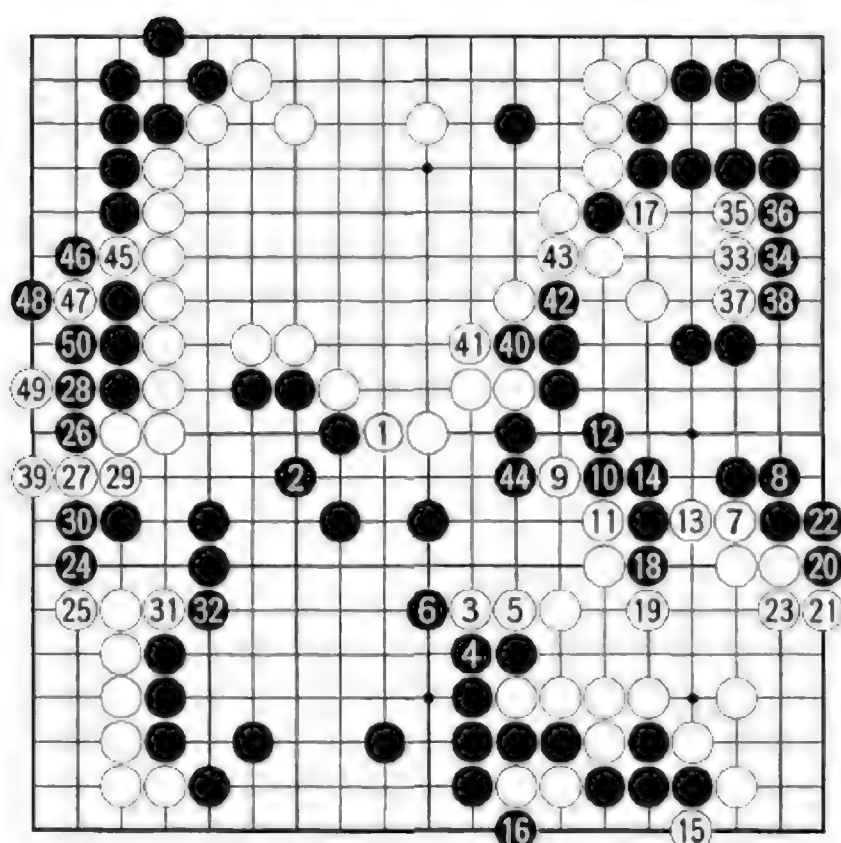


Figure 3 (101 – 150)

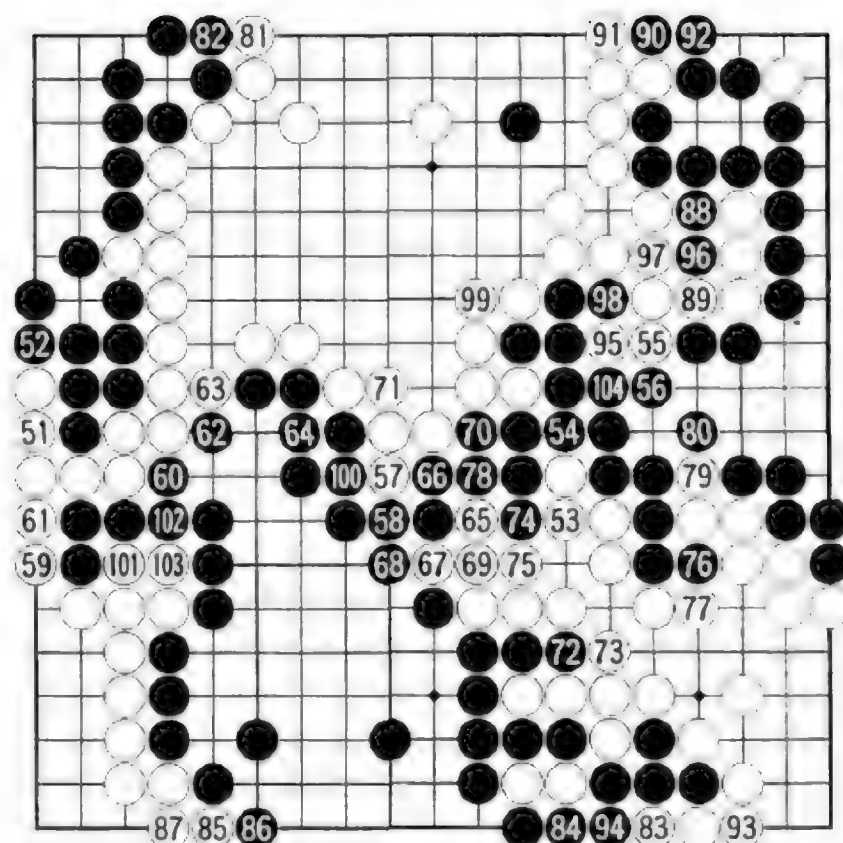


Figure 4 (151 – 204)

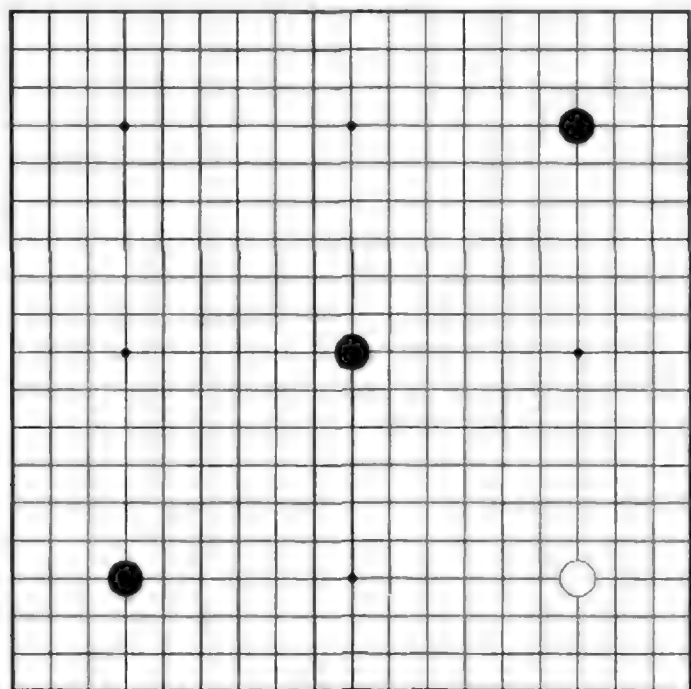
seen in the very first recorded games in China over 1,000 years ago, and it lasted until the end of the Ch'ing era, that is, early this century.

In the earliest records both White and Black play first, but in later times (probably from the Sung era onwards) White always played first. (This incidentally is one of the facts that have been used to cast doubt on the authenticity of the oldest game records in Japan where, with the same initial arrangement as the Chinese, Black plays first. See 'Page from Go History', GW7.)

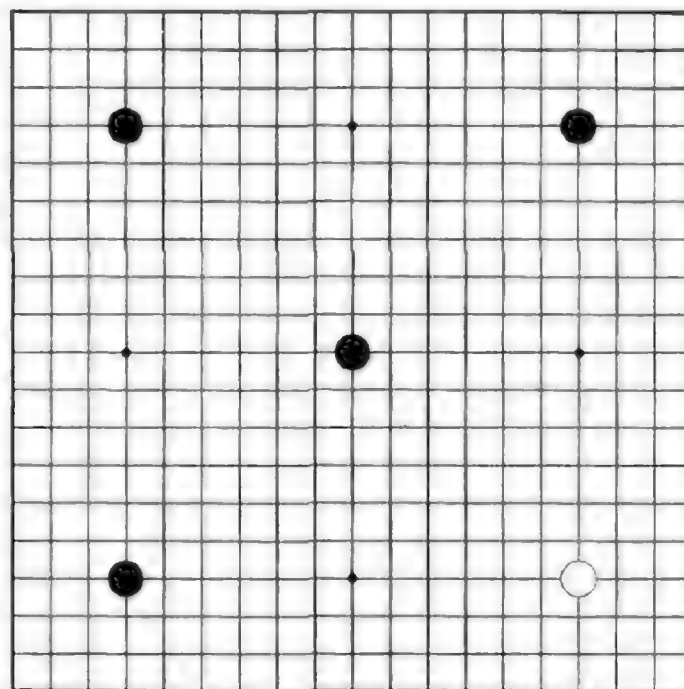
In the oldest Chinese go book, *Wang Yu Ch'ing Lo Chi* (early 12th century), nineteen games are given. All start with the four-stone arrangement; White plays first in eight of them and Black starts in the other eleven.

In the *Hsuan Hsuan Ch'i Ch'ing* ('Gengen Gokyo' in Japanese – but that refers to different books), a much later text (1349) but deriving substantially from the *Wang Yu Ch'ing Lo Chi*, there are nine games and eight game fragments. In fourteen cases there is also a white stone on the centre point, with Black playing first. These are apparently still regarded as even games. One of the other three positions has a black stone at the centre and the position is labelled 'a game where White plays first'. The other two games are with handicaps: two stones and three stones. The starting positions for these games are shown below, White playing first in each case.

It is far from clear whether these represent a standard practice and how long they persisted. The even-game pattern with four corner stones and a black stone in the centre is known to have been still used in the late Southern Sung era (1127 – 1279) in South China, and we know from *Wang Yu Ch'ing*



Dia. 1



Dia. 2

*Lo Chi* that the method of counting was the one now used in Japan. However, by the 17th century at any rate a new standard was in force (with Chinese counting) and on that we can be fairly definite.

The two-stone handicap was the same as the one now current in Japan. The three-stone handicap was for Black to place two stones at two diagonally opposite corner star points and one stone at the centre. Handicaps of four to nine stones are laid out as in Japan with the minor difference that in the case of six and seven stones Black had the option of placing his stones in horizontal rows, and with two and three stones he can choose the other diagonal.

Now under the Chinese system of counting Black would enjoy not only the influence his handicap stones give him but also the points for the intersections they occupy, unless there was some form of compensation. There is. At the end of the game, after counting in the usual way, Black gives White a number of points equal to half the number of handicap stones and deducts the same number from his own total.

Thus in the game above, White's points total on the board (territory + stones) is 182, whereas Black's is 179. As the handicap is two stones Black has to give White 1 and take 1 away from his own total, making the scores now 178 – 183.

But note that Black made the last move. That gave him an advantage too, so to compensate he must give White  $\frac{1}{2}$  point and deduct  $\frac{1}{2}$  point from his own score (this applies in even games too). The readjusted, and final, totals are now  $177\frac{1}{2}$  –  $183\frac{1}{2}$ , so that White wins by  $183\frac{1}{2}$  –  $180\frac{1}{2}$  = 3.

(The basic principle behind compensation for both handicap stones and last move is that the only intersections to be included in the final count-up are those for which both sides have had an equal chance to play – the target figure for victory is then half the number left. This is 358 in the game above. Half is 179; Black excludes his last stone and the two handicap stones so that his score is 176; White's score is unchanged at 182.)

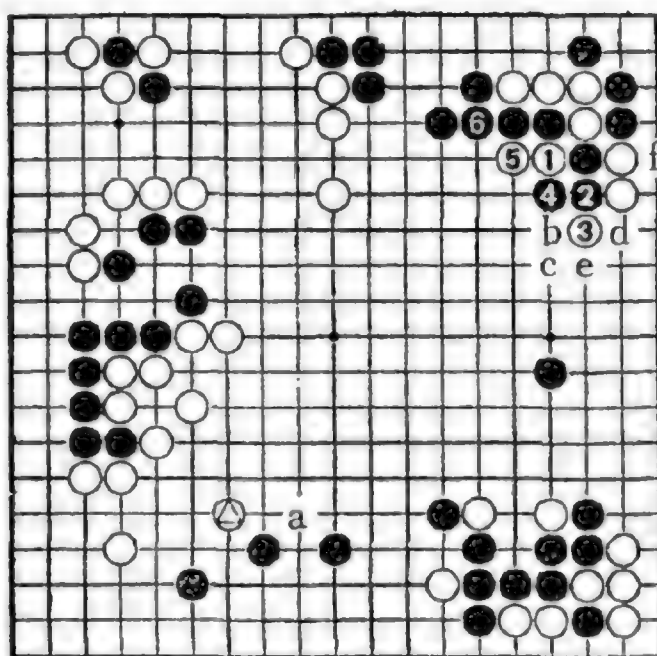
Now that is clear enough, if a little complicated, but trying to square it, or any other method, with the results of old games can be very frustrating. And like Watanabe I have found that even games too do not often come out with the recorded scores.

One factor that has often been regarded as the culprit is the old Chinese rule that, as every group needs two eyes, the owner of the group could never fill those points in – and so can't count them. Thus the fewer groups you have the better, and this is supposed to explain the Chinese tactics which emphasize connection. All the evidence is that the rule disappeared very early on, probably before Sung times (I believe it is a relic of the 17x17 strain of go, of which more in a later article), and in any case the results still don't come out properly when this rule is applied.

It seems that we may be dealing with regional variations.

### If You Don't Know the Ladder ...

'If you don't know the ladder, don't play go,' runs the proverb, but even top-ranking professionals go wrong on occasion. In the position on the right, Takemiya played 1, hallucinating that the ladder would run into his marked stone in the bottom left. When he realized that this was wishful thinking, he had to change course, peeping at 'a' after Black 6. The sequence Black 'b', White 'c', Black 'd', White 'e', Black 'f' followed, giving White a bad result. His opponent, O Rissei, then 6-dan, went on to reach the final of the Oza title, thanks to this helpful push from Takemiya.





# Page from Go History

Genjo v. Chitoku (v)  
John Power

In this issue we present an in-depth analysis of a famous Genjo—Chitoku game. The commentary, by Hashimoto Shoji 9-dan, is taken from a series entitled 'How to Fight the Middle Game' which was published in 'Igo Shincho'. As usual, the highlight of this game is the contrast between Genjo's aggressive attacking style and Chitoku's skilful shinogi tactics.

**White:** Honinbo Genjo (1775 – 1832)

**Black:** Yasui Chitoku (1776 – 1838)

Date: 6 January, 19 March 1805

242 moves. Black wins by 10 points.

Commentary by Hashimoto Shoji 9-dan

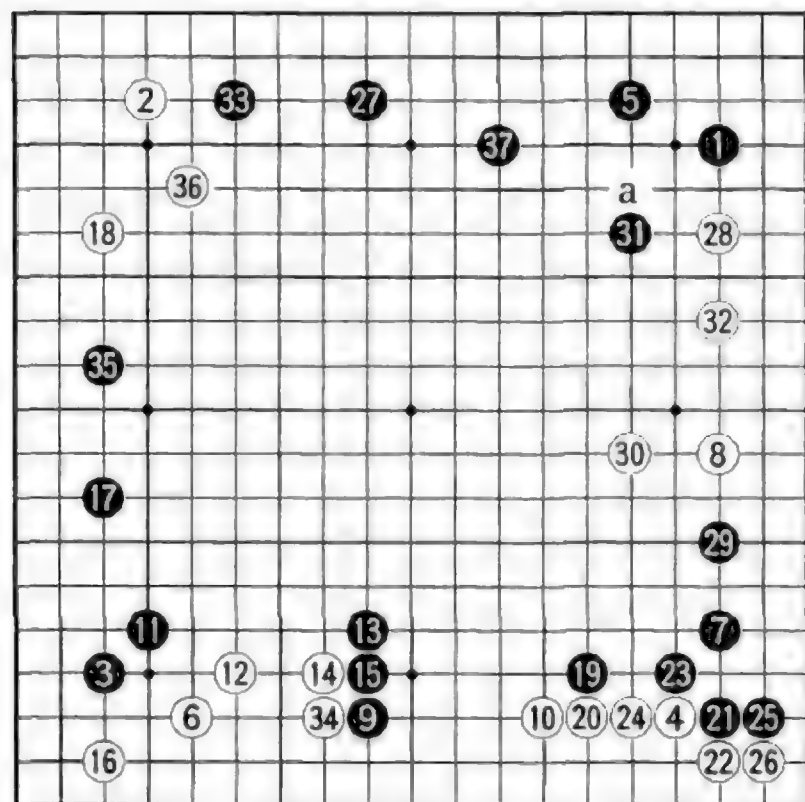


Figure 1 (1 – 37)

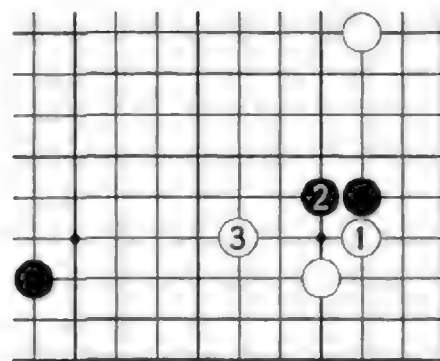
## Figure 1 (1 – 37)

White 10 is a quiet move. A modern player would probably attack with 1 and 3 in Dia. 1.

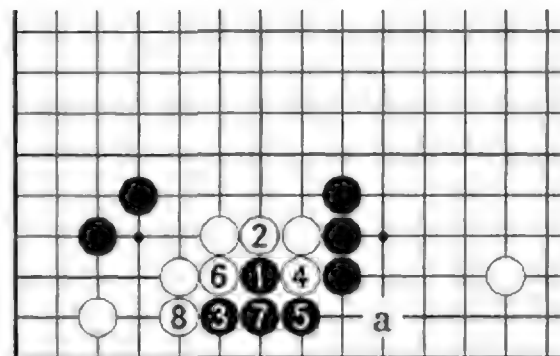
Black 11 – White 16. A popular joseki in the Edo period. Instead of 17, the usual continuation for Black is to attack with 1 in Dia. 2, but in this case the peep at 'a' would be just right for White later, so the whole black group might come under attack.

White 26 is the key point for attack and defence for both. Genjo plays here immediately because he wants to be sure of keeping Black's group unsettled.

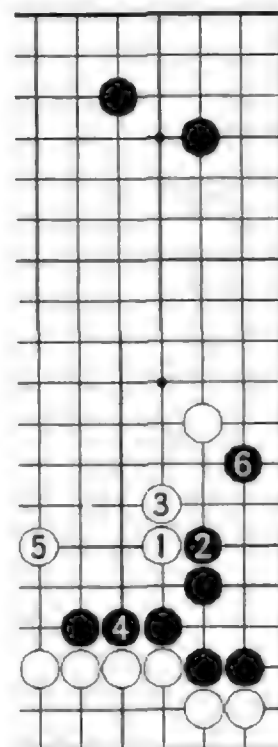
Black 27. A move at the top is worth more



Dia. 1



Dia. 2



Dia. 3

than one on the right side. The reason is that White's solitary stone at 8 is stronger than it looks. Thanks to 26, White is guaranteed the attacking sequence in Dia. 3. Making an extension towards this strong position would be illogical.

White 28. The wide extension is correct because of the implied support of Dia. 3. For the same reason Black answers solidly with 29.

White 30. White 'a' also seems possible. Suffering Black 31 is painful. Next, 33 completes a satisfactory fuseki for Black.

White 34. Necessary preparation for attacking the black group. Black has no good defensive move, so he extends to 35, taking the lead in territory.

## Figure 2 (38 – 67)

Now we come to the middle game. It's time to take a good look at the whole board. Black has a large territory-moyo at the top and he can also expect to make quite a bit of territory on the left side. If White just plays straightforwardly, his prospects of winning are not good.

White's only way to create winning chances for himself is to attack a weak enemy group. There's only one to be found on the board, the three black stones at the bottom. However, attacking this group directly is not likely to succeed. For example –

Dia. 4. If Black caps at 1, White has no trouble linking up with 2.

Therefore, White's best strategy is to attack

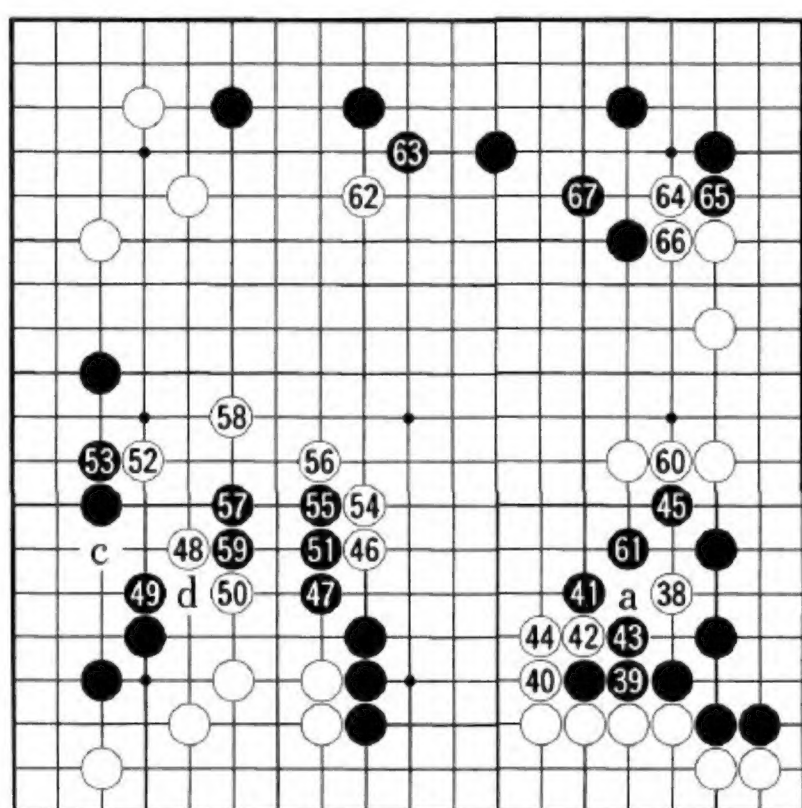
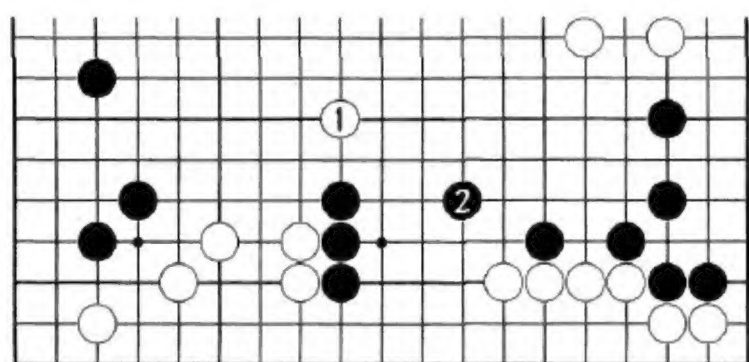


Figure 2 (38 - 67)



Dia. 4

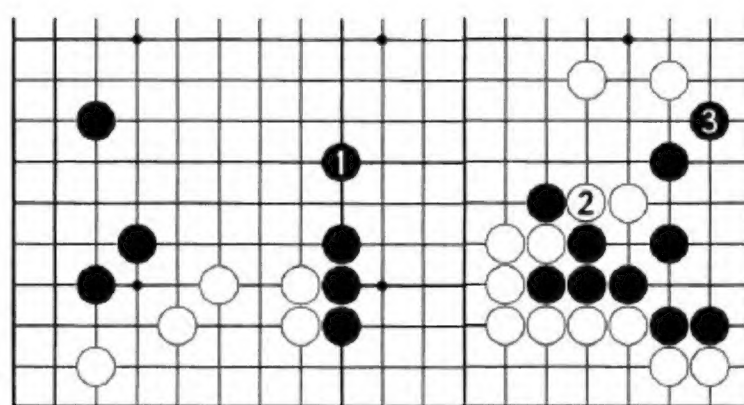
at a distance. In this case that means attacking the black group on the right, which is not yet completely secure, in order to build thickness to use in the attack on the other group. White 38 is the first step in this strategy.

Black 45 defends against the cut at 'a'. That gives White the opportunity to go through with his attack at 46, so it would have been feasible for Black to defend at 1 in Dia. 5 with 45. If White cuts, Black can live with 3. Presumably Black is confident that his group at the bottom will survive White's attack; since it is his only weak group, White will not be able to contrive a double or splitting attack (karami).

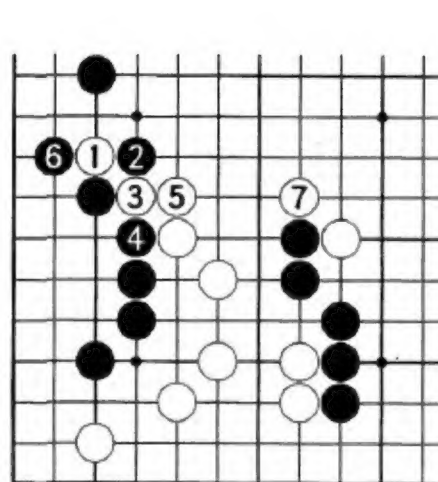
Black 49. Black 51, permitting White 'c', is out of the question. Black 49 also offers some support to the centre group. If White had played 48 at 'd', Black would probably have defended in the centre.

White 52. One has reservations about this move. More interesting, and more troublesome for Black, would be attaching at 1 in Dia. 6.

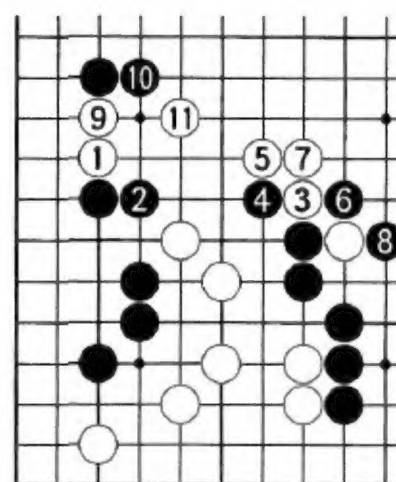
Dia. 6. If Black answers at 2, White can force with 3 and 5, which sets up the hane at 7. That would be troublesome for Black.



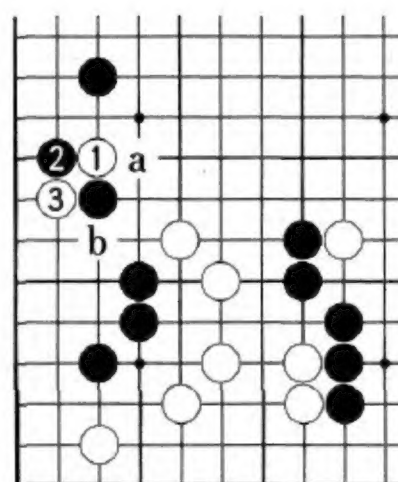
Dia. 5



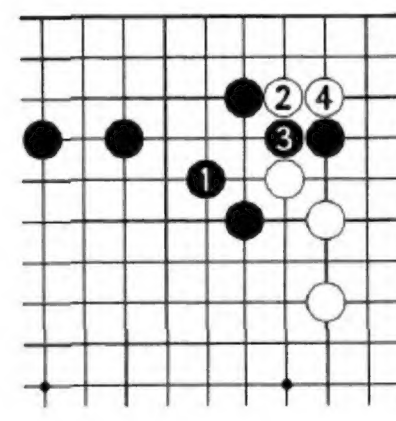
Dia. 6



Dia. 7



Dia. 8



Dia. 9

Dia. 7. If instead Black answers at 2, the two-step hane of 3 and 5 is a good combination. The continuation to 11 would make the game interesting for White.

Dia. 8. If instead Black 2, the crosscut at 3 is a tesuji. Once again Black has trouble finding a good answer (if Black 'a', White 'b').

Consequently, forcing with 52 seems a little wasteful: it destroys all the aji on the side. However, White is at least able to continue his attack with 54.

Black 59 takes a lot of the pressure off the group. If Black can get an eye in sente here, he is in no danger of dying, as he can get an eye in gote at the bottom. White pauses momentarily in his attack to make some forcing moves at the top.

Black 65 is a tight move. If Black plays at 67 immediately, White will attach at 2 in Dia. 9 and will be able to live in the corner. The 65 - 67 combination defends against this.



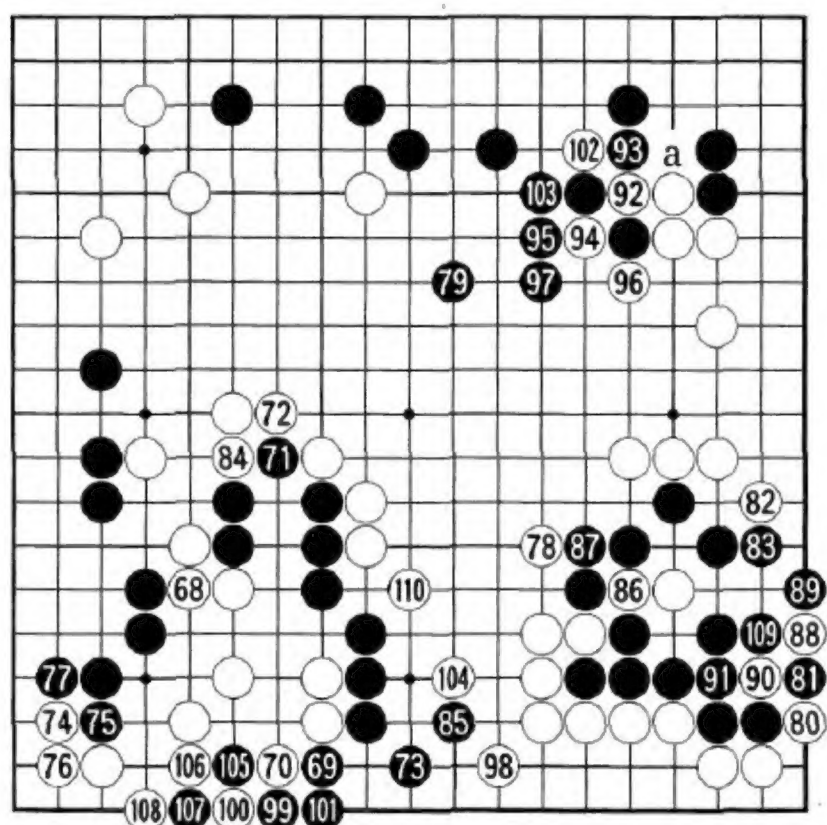


Figure 3 (68 - 110)

### Figure 3 (68 - 110)

White 70. Attempting to capture Black is unreasonable.

*Dia. 10.* White 1 is the vital point for attacking Black's eye-shape. White then plays 3 and 5 and, as it stands, Black does not have two eyes. However, Black attacks White 1 with 6, then plays 8 and 10. This saves the group.

White 78 secretly aims at the group on the right. Black plays 79 to erase the centre, but he could also adopt a safety-first policy with *Dia. 11*. Black 1 and 3 are big moves in themselves and they eliminate any anxiety about the large group. White has a good move at the top at 4, but Black should be able to erase enough of the centre to win. Fighting spirit makes 79 understandable, but it leads to complications.

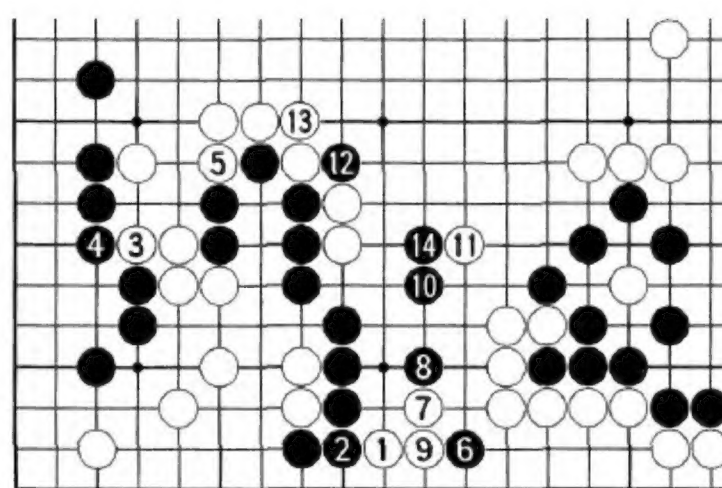
Black 81. If at 1 in *Dia. 12*, White makes the placement at 2.

Black 83. If at 1 in *Dia. 13*, there is no problem. Because of 83, White is able to play the 86 - 88 combination.

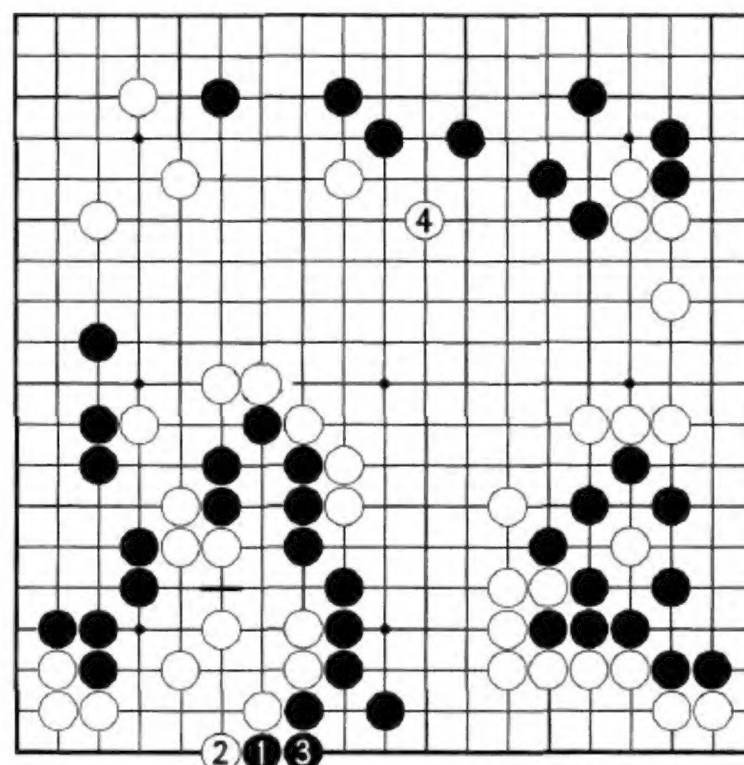
Black 89. If at 1 in *Dia. 14*, White strikes at 2, destroying Black's eye-shape (if Black 3 at 4, then White 'a'). Black will be forced to move out with 7 and 9, but White will then attack the other group with 10, setting up a double attack.

White 92. White can get a ko with 1 and 3 in *Dia. 15*, but he decides to keep this in reserve until he has enough ko threats. If he loses the ko, he suffers some damage.

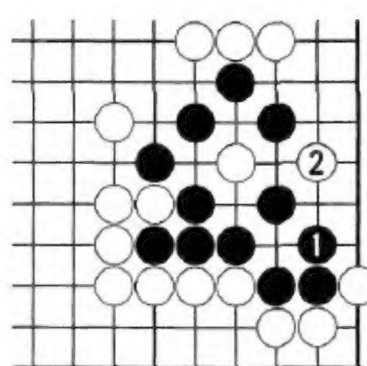
White 102. White's concern is to prepare ko threats for the ko in *Dia. 15*. White 102 makes



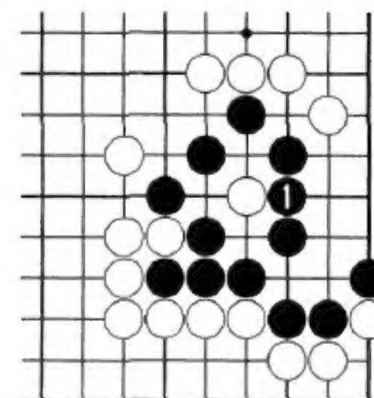
*Dia. 10*



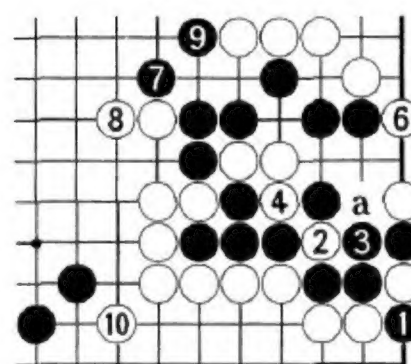
*Dia. 11*



*Dia. 12*



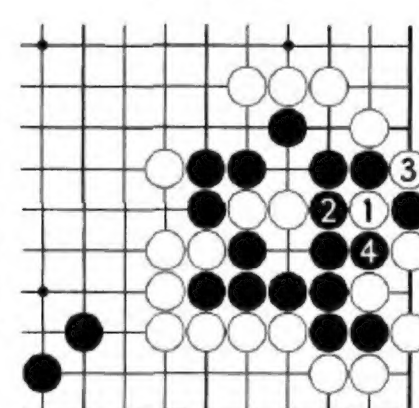
*Dia. 13*



*Dia. 14*

5: connects

White 'a' a big threat.



*Dia. 15*

Black 109. Black resolutely eliminates the threat of the ko. His centre group is not yet secure, but the best that White can do is to get a ko, which Black thinks that he can survive.

White 110 traps the group.

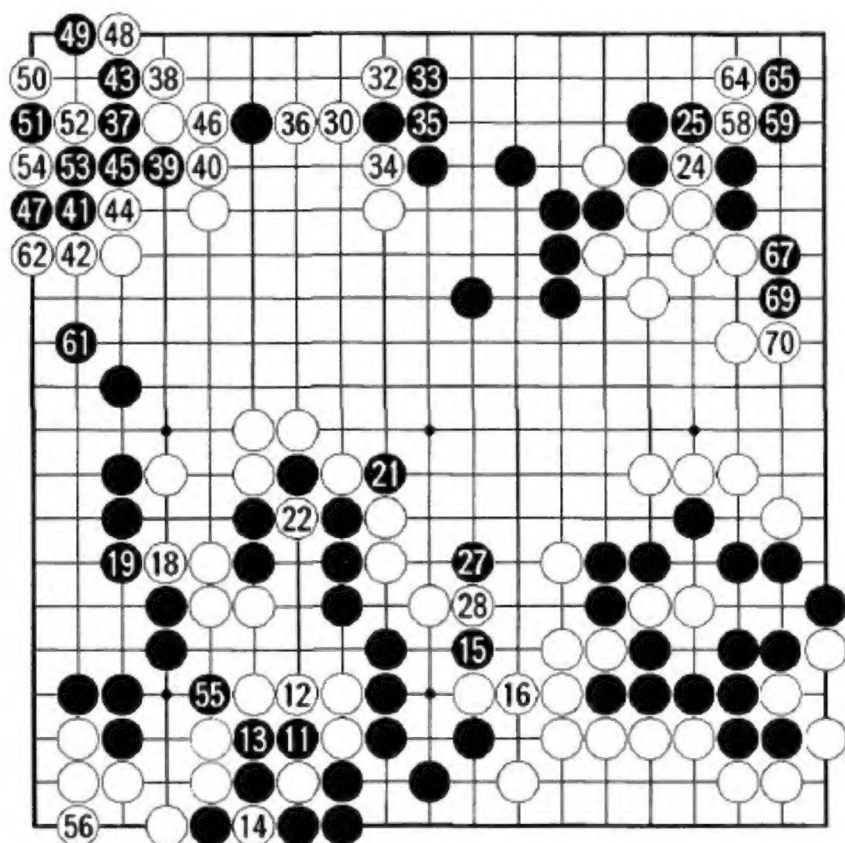


Figure 4 (111 - 170)

Ko: 17, 20, 23, 26, 29; 31: connects (at 14);  
Ko (at 51): 57, 60, 63, 66; 68: connects (at 51)

#### Figure 4 (111 - 170)

White 14 starts the ko, but Black has plenty of ko threats that threaten to save the group.

Black 31. White will get too many ko threats if Black answers 30. Since he took so much territory earlier on, Black can afford to give up something.

Black 37. The finishing touch to a masterpiece for Black: his play in this corner is brilliant.

White 38 seems to be the best that White can do. If he hanes at 1 in Dia. 16, Black crosscuts at 2. Capturing him is too much to hope for. If White plays 1 to the left of 4, Black crosscuts at 4 and again should be able to settle his group. Alternatively, Black could answer at 2 in Dia. 17, giving up the corner in exchange for a connection along the side. These variations are all bad for White.

White 40. If at 1 in Dia. 18, Black gets a ko with 2 to 10 (followed by White 'a', Black 'b').

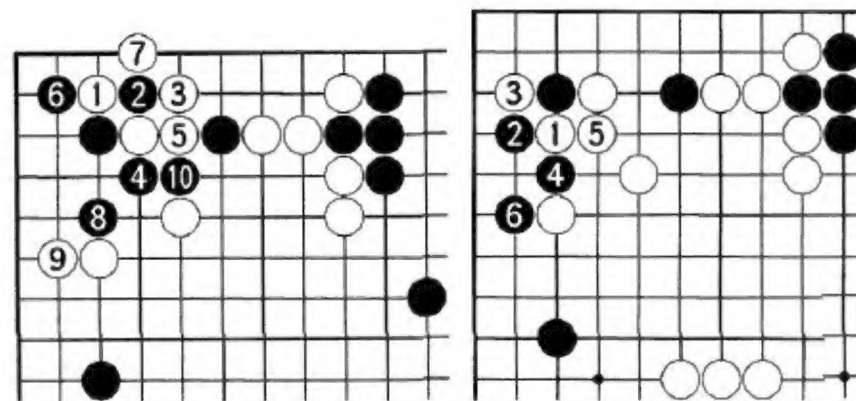
Black 47 is the best move. A ko results. Note that playing 47 at 1 in Dia. 19 is wrong. Black still gets a ko (after 11 White takes 5), but this is inferior to the ko in the figure, as playing 6 and 8 is a gain for White. If Black omits 5, playing 7 immediately, White plays 5 and kills him outright.

White 48. If at 1 in Dia. 20, Black lives with 2 to 8.

Black 67 is big enough, especially when you compare it to a move here by White.

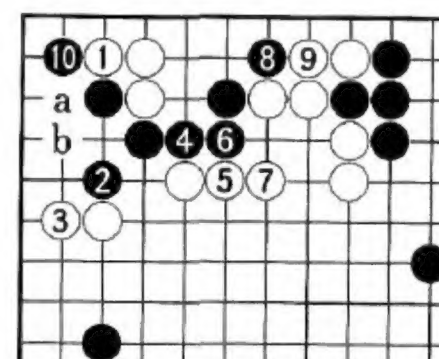
#### Figure 5 (171 - 242)

White 90. A well-timed forcing move: if Black answers at 100, White plays 'a', Black 'b', White

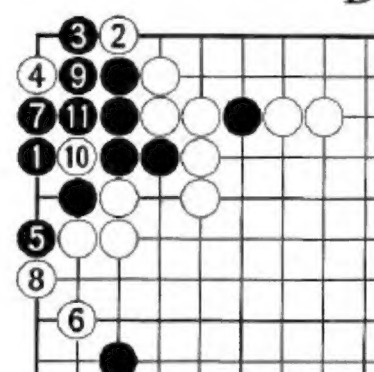


Dia. 16

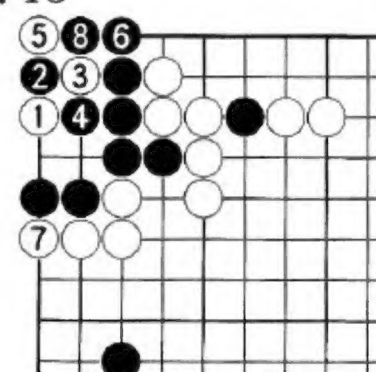
Dia. 17



Dia. 18



Dia. 19



Dia. 20

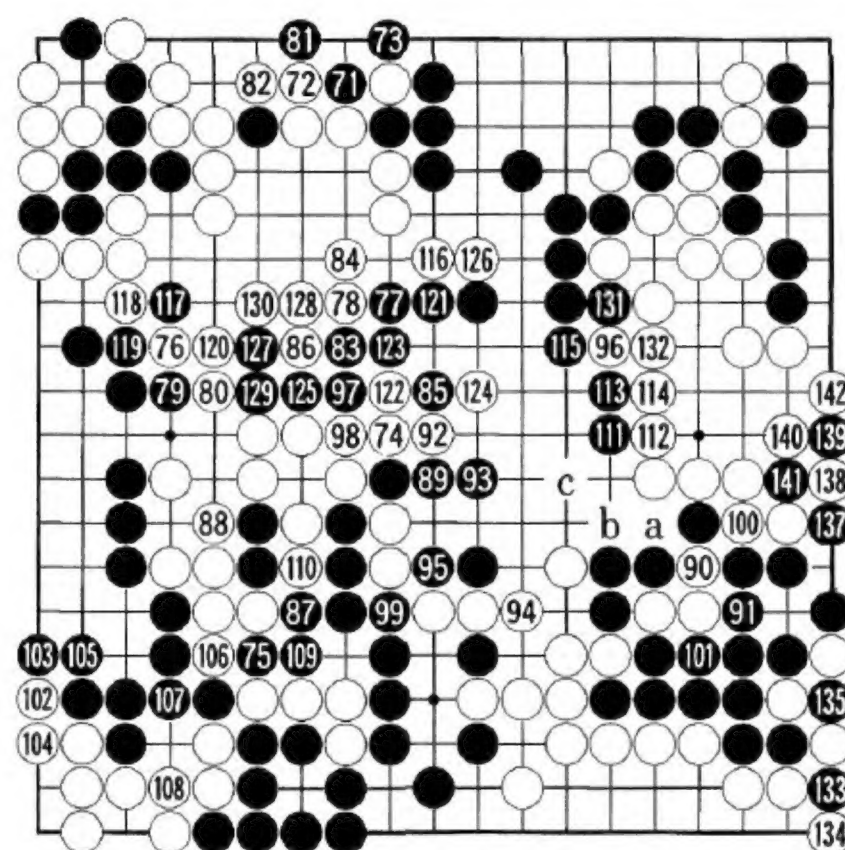


Figure 5 (171 - 242)

136: connects (at 133)

'c', and Black does not profit.

This game is a good illustration of the proverb that a lone group under attack does not die. Black skilfully prevented White from engineering a double attack.

Moves after 242 not recorded. Black wins by 10 points. ('Igo Shincho', June 1972)



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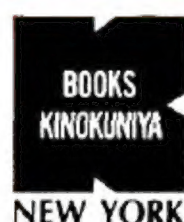
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